BEST SELLING SPECTRUM MAG!

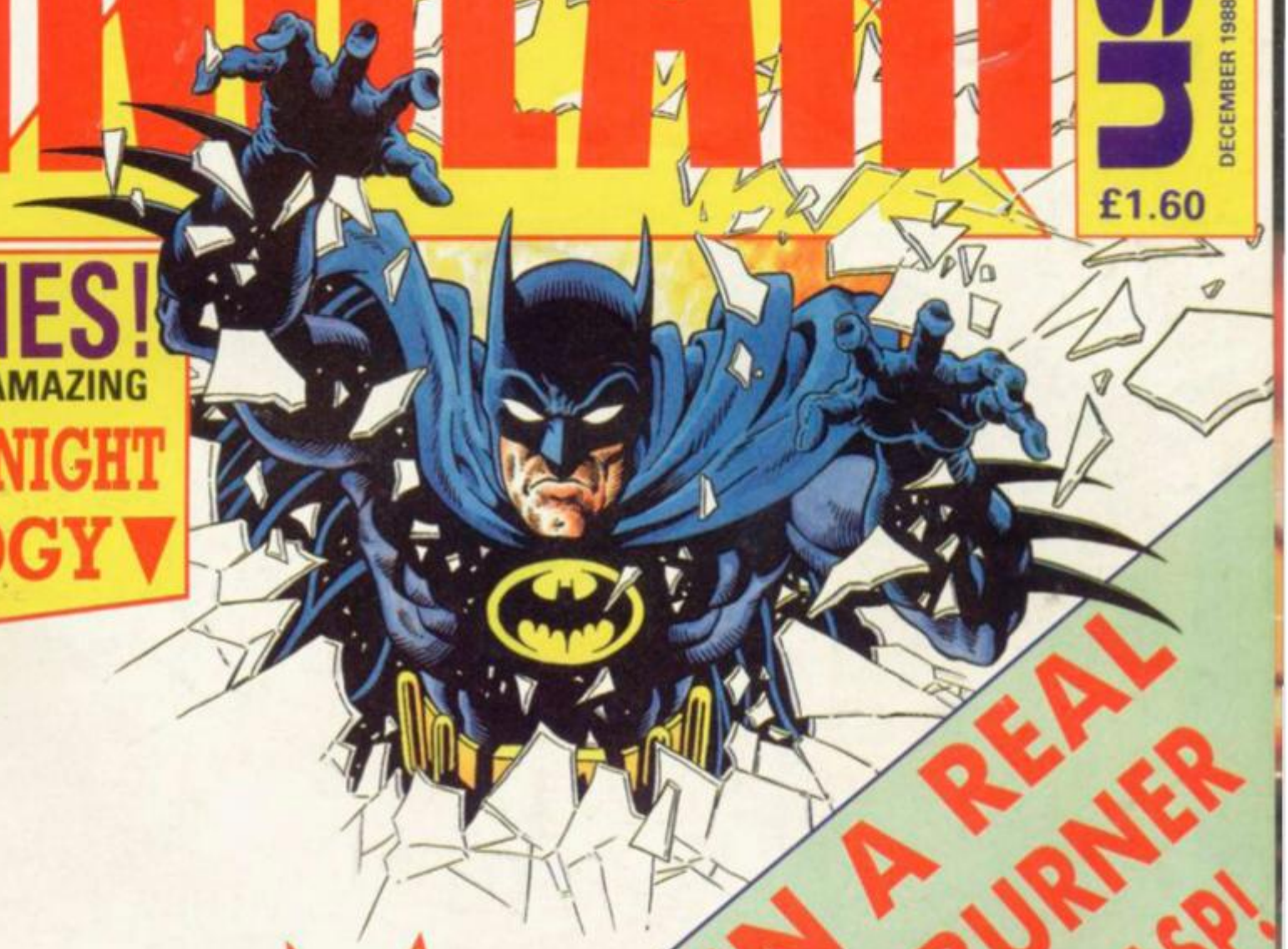
SINCLAIR user

HFL8.90
DECEMBER 1988 No 81
£1.60

3 GAMES!

DAVID JONES' AMAZING

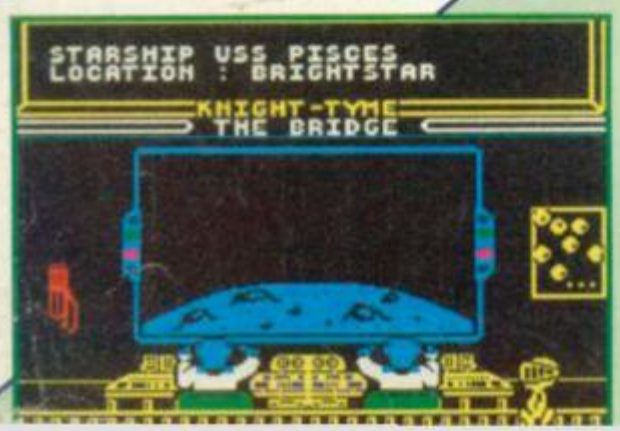
MAGIC KNIGHT TRILOGY



WIN A REAL AFTERBURNER MACHINE! GASP!

BATMAN IS BACK

X-E-N-O-N
P-R-E-V-I-E-W-E-D



SIDE A **FINDERS KEEPERS AND SPELLBOUND!!**

SIDE B **KNIGHT TYME PLUS TECHNOCOP!**

FROM GREMLIN PLAY THE FIRST LEVEL!

SPECIAL BONUS THE CHEWITS GAME

▼▼▼INSIDE INFO▼▼▼

REVIEWS: EXCLUSIVE! AFTERBURNER
BARBARIAN II R-TYPE TYPHOON PACMANIA
REX PLUS! DEAN THE BARBARIAN R.P.G.

MESSAGE TO OTHER SPEC MAG PUBLISHERS: DON'T WORRY - BE HAPPY

OPERATION WOLF

Now
THE COMPUTER SENSATION
OF THE YEAR

ocean®

SPECTRUM
£8.95
SPECTRUM

AMSTRAD
£9.95
COMMODORE

TAITO
COIN-OP

ephone: 061 832 6633 · Telex: 669977 OCEANS G · Fax: 061 834 0650

SINCLAIR user

EDITOR Graham 'Oh Yeah?' Taylor DEPUTY EDITOR Jim 'Any colour will do for me' Douglas PRODUCTION EDITOR Alison 'Demarkation' Skeet ART EDITOR Tim 'Logan Laid' Mackay ADVERTISING The Sorcerers Apprentice Jan Bigtar TECHNICAL Andrew Hewson, Rupert Goodwins CONTRIBUTORS Tony 'I haven't done it Dillon, Chris 'I'm Keeping It' Jenkins ADVERTISEMENT MANAGER Katherine Lee SENIOR SALES Simon Huxton AD PRODUCTION Elaine Ward PUBLISHER'S ASSISTANT Debbie 'Pearson P.A.' Pearson Terry 'I'm not your boss in this unit' Pratt INVESTIGATIONS Clive 'Zzzz' Pembridge PHONE 01 251 6222 Fax 01 608 3444

EDITORIAL AND ADVERTISEMENT OFFICES Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU

THIS MONTH'S COVER Jerry 'Ninja' Paris, Artist of the Comics

Printed by Nene King Print (Wellingborough) Distributed by EMAP Publications Ltd

© Copyright 1988 Sinclair User

ISSN no 0262 5156

SUBSCRIPTIONS ENQUIRIES: 0858 410510
24 HOUR ORDER LINE: 0858 410888
BACK ISSUES: Back Issues Department (SU), PO Box 500, Leicester LE99 0AA

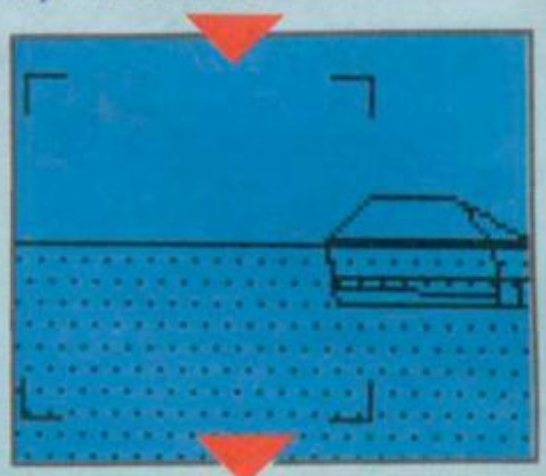
CONTE

POSTER 66

Wouldn't ordinarily mention it except that it's completely brilliant this month. Just thought we'd mention it . . .

BLUEPRINT 108

Carrier Command **is one of the most sophisticated and action packed strategy games ever. We show you lots of pictures, look at the game in development and generally get enthusiastic aobut 'the game they said could not be converted.'**



COMPETITIONS

WIN AN AFTERBURNER 12 MACHINE!

Gasp! Is this the best competition ever in the entire history of competitions? Probably.

POWER PYRAMIDS 37

Win some peculiar mystical clock type things. Ooooooweeeeeoooooooo.

COMPO ON TAPE THINGY 56

The awesomely brilliant Gremlin bring you 'compos on tape!' Unique! A boon! Mysterious! Nothing like any other game!

WIN A MOTORBIKE 76

Neeeeeeeeeeowwwwwwwww. To celebrate the imminent release of **Motorbike Madness** we've got a fabulous Motorbike kit for you.

SOFTWARE

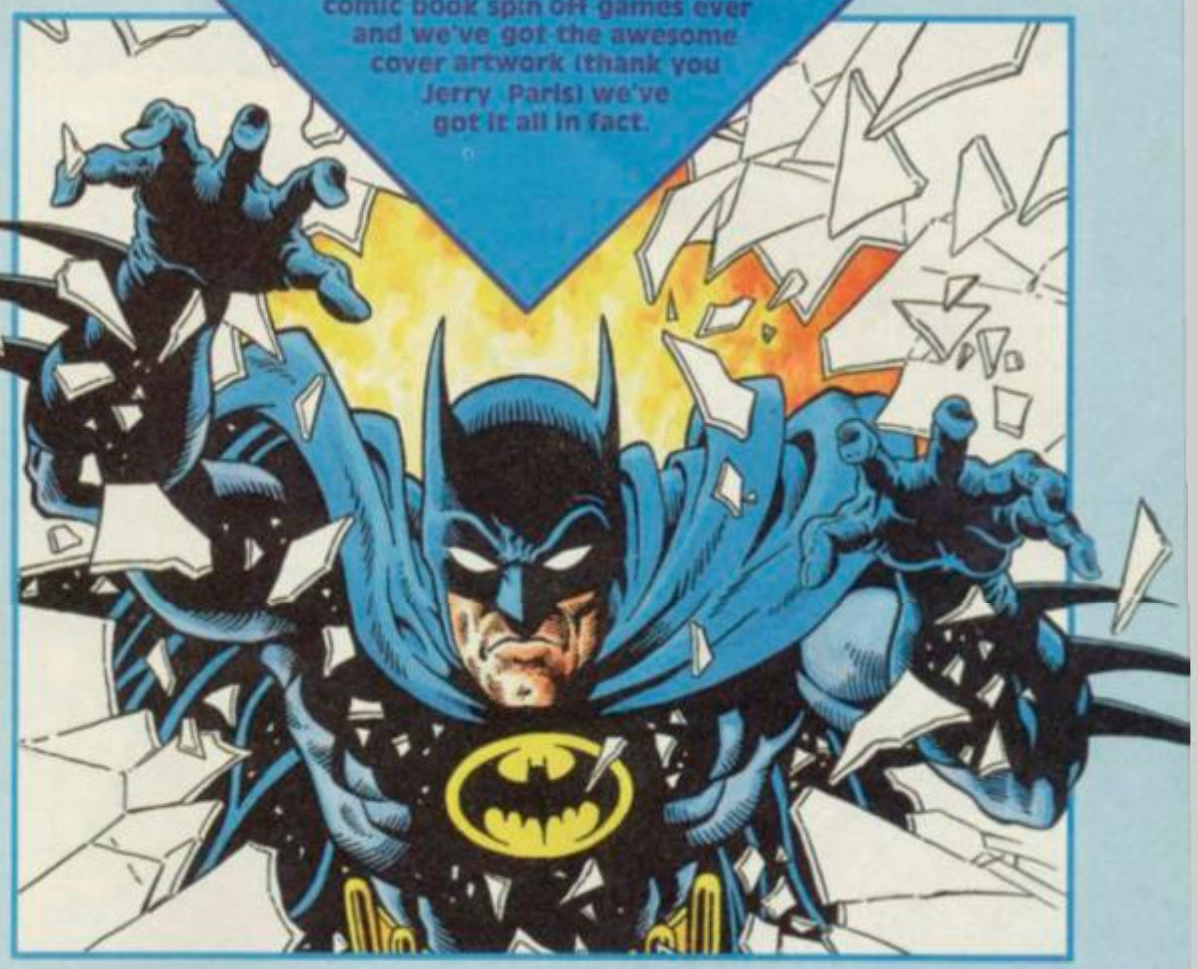
ARCADE

AFTERBURNER 12
PETER BEARDSLEY'S INTERNATIONAL FOOTBALL 24
BARBARIAN II 26
GUERILLA WARS 28
AIRBORNE RANGER 34
BY FAIR MEANS OR FOUL 34
MOTORBIKE MADNESS 54
REX 58
ADVANCED PINBALL 59
JET SET WILLY II 59
TYPHOON 60
POWER PYRAMIDS 62
PACMANIA 72

ENTS

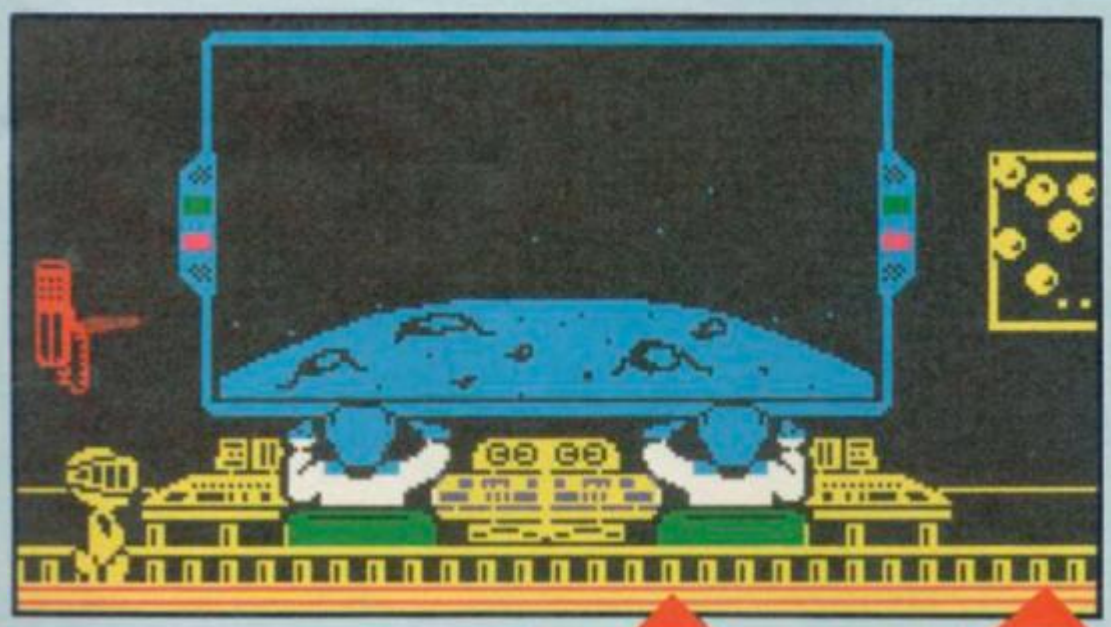
COVER GAME 112

Batman looks like being one of the best comic book spin off games ever and we've got the awesome cover artwork (thank you Jerry Paris) we've got it all in fact.



PREVIEWS 110

They just keep coming more up to the minute news on the very hottest games with the latest pictures. This month we've got some mouthwatering pictures of Xenon which looks amazingly like the ST original! And some early preview material on Eliminator from Hewson. Also Return of the Jedi and loads more . . .



DEAN THE 64 BARBARIAN

Why don't you do one of those boring choose the paragraph you read next adventure book type things someone said. "Leave it out guvnor" we said. Still never ones not to rip off a bad idea when we hear it we bring you . . . Dean the Barbarian. It's very er . . . you know . . . thing.

ARTURA 72
POWERPLAY 81
R-TYPE 90
BATMAN 112
NETHERWORLD 114

ADVENTURE
LANCELOT 46

STRATEGY AND SIMULATION
TRIVIAL PURSUIT 52
POOLS 59
ESPIONAGE 104

MEGATAPE PAGE 8

Two tapes pah! We've got three tapes worth of material on one tape. The entire Magic Knight Trilogy. Let's say that again. The entire Magic Knight Trilogy; the game Crash put in its '50 best ever' games that got Classic awards and giant scores left right and centre. Other people rate them highly and tell you about them – we put them on a megatape and GIVE THEM TO YOU! Plus a lengthy playable demo of Technocop plus the Chewits game plus pokes . . . jeees what else do you want from us? Days – even weeks of entertainment for virtually nothing. Though if you knew the trouble we had . .

REGULARS

Tell it to the Bear 22
True Stories 30
Smash Coupons 40/45
Charts 42
Outlands 78
Write Stuff 86
Compo Winners 88
Sorceress 94
Play by Mail 96
Coin-Ops 98
I've Got this Problem 101
How the Hell 102
Gremlin 116
Next Month 122

The meanest fighting machi

THE N

Thunder

THE PEPSI CHALLENGE
GAME OF THE YEAR!

THUNDERBLADE ™

Hold on to your stomachs, unscramble your brains for the journey of a lifetime as you take the controls of the most advanced Helicopter armaments specialists could ever conceive – outmanoeuvre the fastest jet fighter, outgun the most dangerous gunship.

Traverse the war-torn skyline of skyscraper city as you sharpen your skills for the battle ahead. Plunge out to sea for an epic encounter with a huge, heavily armoured gunship. Race on to a shoot-out in the rocky canyon and dense forests, where your flying expertise is tested to the limits as you dive, hover and skilfully manoeuvre your way through this fortified maze.

CBM 64/128 £9.99t, £14.99d, SPECTRUM 48/128K £8.99t, +3 £12.99d, ATARI ST £19.99d,

ne ever to storm the skies ...

0.1

r Blade

Thrusting forward you gallantly roar ahead blazing enemy gunships, armoured tanks, jet fighters – avoiding heat seeking exocet missiles through the perilous oil installation to reach the final encounter – the awesome APACHE battle cruiser, the action never ceases. Never that is until you emerge victorious – Golden Gunner – master of the meanest fighting machine ever to hit the skies.

This game has been manufactured under license from Sega Enterprises Ltd., Japan, and THUNDERBLADE™ and SEGA® (or SEGA™) are trademarks of Sega Enterprises Ltd.

SEGA®

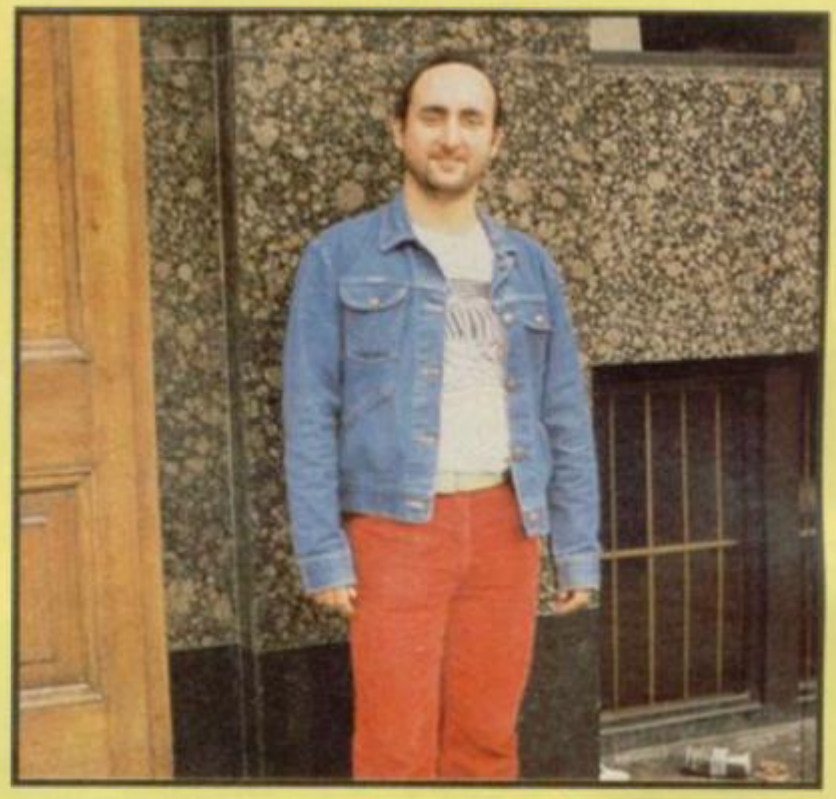
Screen shots from various formats.

AMSTRAD CPC £9.99t, £14.99d, AMIGA £24.99d, IBM PC & COMPATIBLES £24.99d

U.S. Gold Ltd., Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel: 021 356 3388

MEGA TAPE 10

David Jones – Superstar



Blinking flip, this David Jones chap certainly knows his onions (among other vegetables). His **Magic Knight** series did more for budget games than practically any other titles and gained record-breaking high marks and special awards from every computer magazine in the universe (except *Tedious Business Computing for Retail Management Monthly*).

Full of humour and featuring the technically brilliant Windimation menu-driven arcade-adventure system, the three games **Finders Keepers, Spellbound** and **Knight-Tyme** form an enthralling series.

Spellbound

In his journey back from the future (see **Knight Tyme**) Magic Knight finds himself split into two; a good and evil Magic Knight (known as the Off-White Knight). Armed with 23rd Century technology, the Evil Knight sets up his own Kingdom. The good Magic Knight must capture the evil one, and merge with him to become a whole person again.

Keys
A = CURSOR UP/JUMP
Z = CURSOR DOWN
N = LEFT M = RIGHT SPACE = MENU/CHOOSE OPTION
FIRE = SAME AS SPACE
USING JOYSTICK BREAK = RETURN TO MAIN MENU

20 Fascinating Things You Didn't Know About David Jones!!!

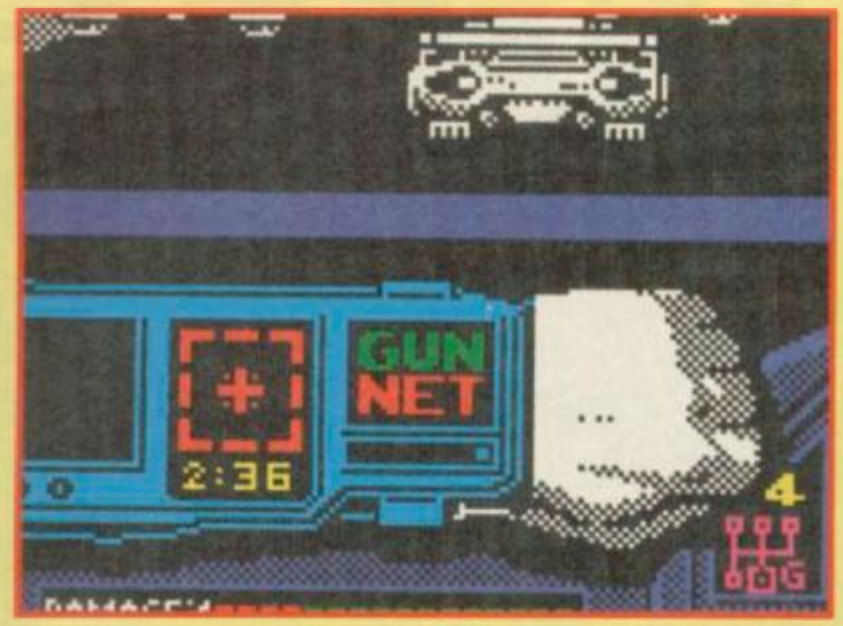
1) He's 28 2) He started programming in 1980 using Commodore PET computers 3) He didn't much like his quantity surveying job, so in 1984 he started up as a self-employed programmer 4) His first game was called **Bonkers** (oo-er!), and he has written educational and utility programs as well as the popular Mastertronic budget games 5) He used to write in Z80 Assembler on a Tandy TRS-80 and transfer the code to the Spectrum, and now uses two Atari STs with a 20Mb hard disk 6) He's so keen on **Magic Knight** that he's writing a book about his adventures 7) He's a **Dungeons and Dragons** Level 12 druid 8) He's now working on an adventure-generating program for 68000-based machines 9) Er . . . that's it! Sorry it wasn't 20!

Finders Keepers

The King of Isbisima wants a birthday present for his daughter and Magic Knight is the man for the task. Transported to the Castle of Spriteland, you must face the grisly ghouls and energy sapping creatures, search through two mazes and collect as many treasures as possible.

Traders you meet on the way will exchange treasures for money or other objects.

Keys:
A = UP N = LEFT G = GET
T = TRADE Z = DOWN
M = RIGHT D = DROP/LIST
E = EXAMINE
Kempston, Sinclair, Fuller or Cursor joysticks.



Technocop

Drive drive drive, squeek squeek, blam blam blam. Technocop **is all this and more. Part road race shoot-'em-up, part rescue-the-hostages, part platforms and ladders thingy, either way it's one of the hottest games around at the moment. Our playable demo features lengthy playable excerpts of both parts!**

Technocop **is partly a road racing game – controls self explanatory – blow away the other cars until you get the message that a robbery is in progress, then pull over. But it's also a platforms type thing when you arrive at the scene of the crime and fight your way through the floors blasting baddies and searching for the bad guy. IMPORTANT POINT – you have to shoot baddies more than once to completely kill them, a single blast only makes them back away a bit (well it would really).**

Time is important. You must get the criminal within a set time limit or he will escape. Don't shoot civilians!

CONTROLS (IN THE CAR)	
UP	Accelerate
DOWN	Brake
LEFT	Steer left
RIGHT	Steer right
FIRE	Missile
CONTROLS (OF TECHNOCOP)	
UP	Jump/Enter Lift/ Lift control
DOWN	Crouch/Pickup/ Lift control
LEFT	Move left
RIGHT	Move right
FIRE	Shoot

Technocop **is followed on tape by the** Chewits **game. Load using LOAD "" then use keys ZX KM to control your dinosaur. More instructions on the compo page but really – we reckonb even a total gimp could figure this one out.**

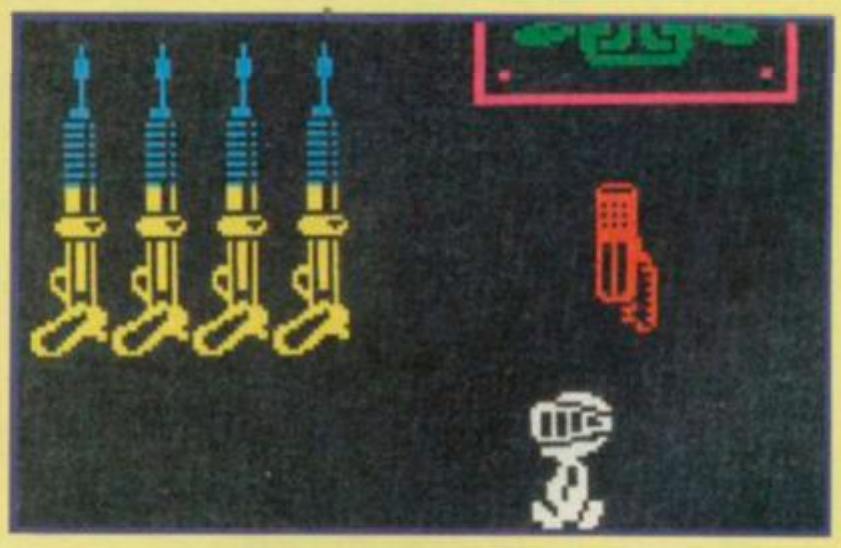
Some Clues

Derby IV the Transputer can help you to start with. The advert for **Spellbound** may be useful. The clown may help you avoid dying of exhaustion. Sarab will tell you how to move the starship once you have a valid ID card.

Knight-Tyme

After saving the wizard Gimbal in **Spellbound,** Magic Knight has been transported into the future. To return home he must find the Tyme Guardians and obtain from them a Tyme Machine, avoiding the Space Pirates and Paradox Police.

The Windimation system allows you to choose options from the menus at the top of the screen. The up and down keys (or joystick) move the cursor, and Fire chooses an option. If there is no menu, Magic Knight can move left and right, or jump.



Some Clues

Read the Crystal ball every couple of minutes for help. Keep the Transporter pad in the lift. You'll need the Wand of Command before you can give anyone orders. Banshee will give you useful clues. Both Thor and Elrand will be needed to help you demolish the Wall. Elrand does not want the saxaphone!

Keys

A = UP/JUMP Z = DOWN
N = LEFT M = RIGHT SPACE = FIRE
Kempston, Cursor, Protek, Sinclair or programmable joystick

POKERAMA!!!

Postie antics may have stopped him last month, but now he's back and as dangerous as ever! Adrian "Call me Adrian" Singh has magicked up another package of pokes and this month they include:

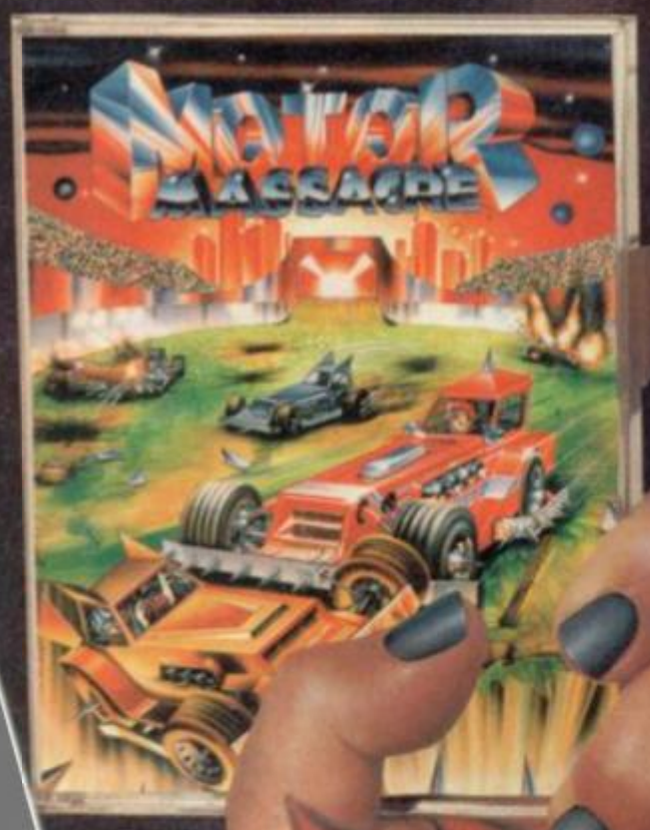
1) **Deviants (for our version on Megatape 8)**
2) **Intensity**
3) **Cybernoid II**
4) **Metaplex**
5) **Soldier**
6) **Chubby Gristle**
7) **Foxx Fights Back**
8) **Beach Buggy Simulator**
9) **Terrorpods**
10) **Samurai Warrior**

FIVE FIST-FULLS OF

MOTOR MASSACRE

The holocaust has come, laying waste cities, continents and civilisation. Out of the devastation emerges a breed of survivors merciless in their greed for simple possessions, barbaric in their thirst for power and dominance. To live even a day is hell, to achieve fame and wealth is deadly. You must fight your way to the Demon Dome and then compete in the most horrifying carnival of motor destruction ever conceived, forcing your opponents into the endless chasms of darkness, before you emerge Supreme Gladiator... supreme that is until the next round of motor massacre.

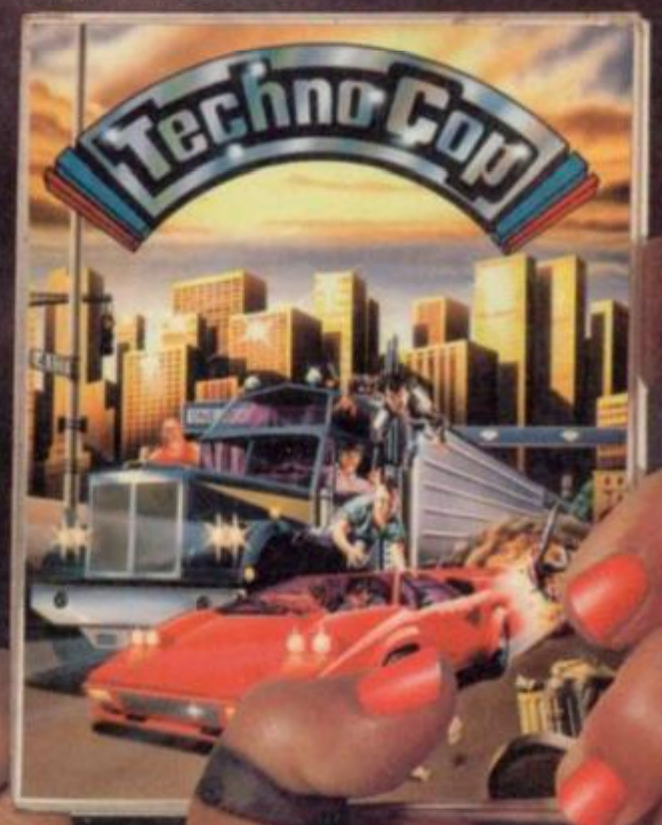
CBM 64/128 **£9.99** cassette **£14.99** disk
AMSTRAD **£9.99** cassette **£14.99** disk
SPECTRUM **£7.99** cassette **£12.99** disk
ATARI ST **£19.99** disk AMIGA **£19.99** disk



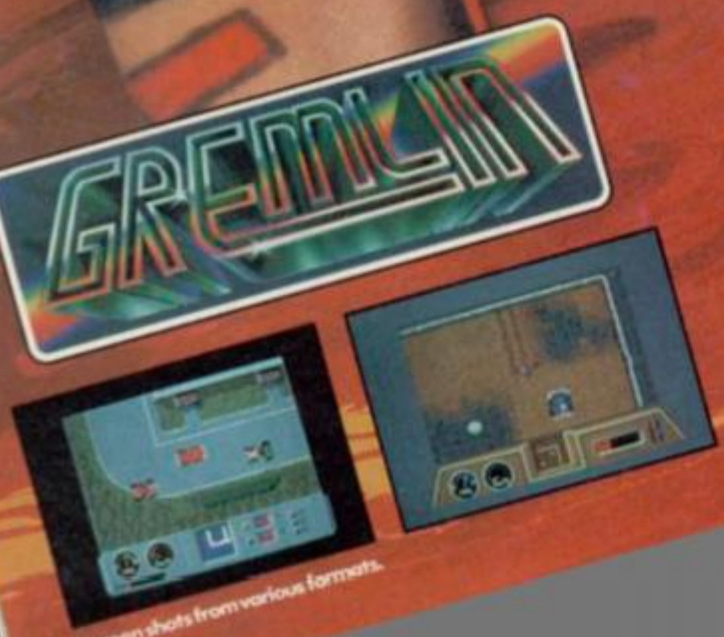
TECHNO COP

Step into the future... technology has overtaken society – the rich are richer, the poor are poorer – chaos, unrest, destruction... lawlessness reigns, terror rules. But this is your territory, your assignment with death. These are your streets and you have volunteered to clean out the scum, destroy the streetgangs and eliminate the deviants that pollute your city. Yes you have your beloved sleek racer, but armed with only stun gun and keep net what skills do you possess to neutralize the many hundreds who lie in wait for you? Being a cop is always dangerous, being a cop of the future is a step into the unknown.

CBM 64/128 **£9.99** cassette **£14.99** disk
AMSTRAD **£9.99** cassette **£14.99** disk
SPECTRUM **£7.99** cassette **£12.99** disk
ATARI ST **£19.99** disk IBM PC **£19.99** disk
AMIGA **£19.99** disk



CBM 64/128
£9.99 cassette
£14.99 disk
AMSTRAD
£9.99 cassette
£14.99 disk
SPECTRUM
£7.99 cassette
£12.99 disk



Screen shots from various formats.

Gremlin Graphics Software Ltd., Alpha House,

FEROCIOUS ACTION

DARK FUSION

Only the elite pass the three phase test of the Corps of Guardian Warriors – co-ordinated fury in destruction of the mutant hordes of the underworld; supreme command skills in frantic defence against the invading alien space fleets and merciless nerve in bloody battle against the monster of the Pit of Despair. Then the final chilling decision – enter the Metamorphosis Chamber to fuse lifeforms with your vanquished foe or face your next challenge with only the powers your mortal form bestows on you.

BUTCHER HILL

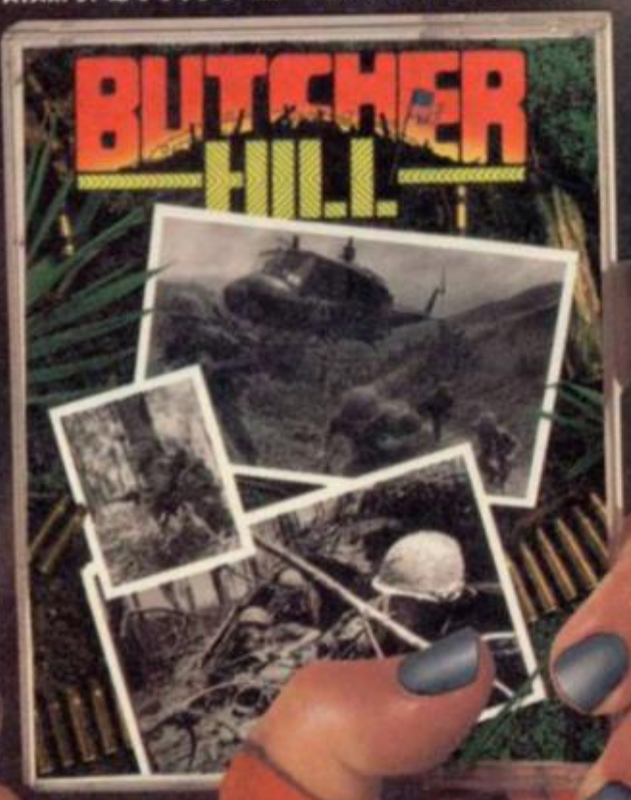
Tension mounts as you navigate the murky waters in your motorised dinghy, seeking out vital supplies and ammunition careful to avoid enemy mines and aerial bombardment. Landfall... deep in the heart of the Vietnamese jungle, heavy with the odour of death, concealing deadly mantraps and enemy gunposts. Panic... an unknown village. Friend of foe? Whichever – the final obstacle between you and your ultimate goal – the assault on Butcher Hill.

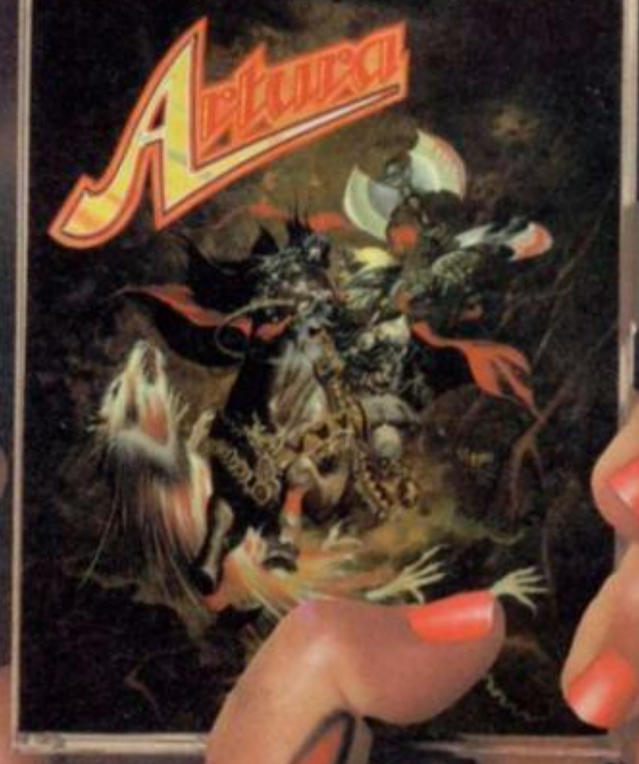
CBM 64/128 £9.99 cassette £14.99 disk
AMSTRAD £9.99 cassette £14.99 disk
SPECTRUM £7.99 cassette £12.99 disk
ATARI ST £19.99 disk AMIGA £19.99 disk

ARTURA

Stand proud Artura – son of Pendragon – and set forth on your quest to unite the warring kingdoms of Albion in this age of bloody war and mysterious magickes. Your task is to rescue Nimue from the clutches of your evil half-sister, Morgause for which only your fearless nerve and superior fighting skills and the mystical wheel of Corriddwen will overcome the ghouls, spiders, soldiers and giant rats you encounter.

CBM 64/128 £9.99 cassette £14.99 disk
AMSTRAD £9.99 cassette £14.99 disk
SPECTRUM £7.99 cassette £12.99 disk
ATARI ST £19.99 disk





10 Carver Street, Sheffield S1 4FS. Tel: 0742 753423.

AFTERBURNER

Verrroom! Swooooshhhh! Kerblaaaaammmmmm! Er . . . KERSPLOSHHHH! And any other sound effects you can think about.

Afterburner is here, and it's just as spectacular as it promised to be. After months of previews, teasers and tickles, the official conversion of the best-selling coin-op from Sega has arrived.

It was with trembling legs and dribbling chins that we loaded **Afterburner** and prepared to put it to the test. Would it be the most amazing convo ever? Or a complete load of old sausage-meat? Fortunately, it's better than we could have expected; just about as close to the coin-op as the Spectrum can manage.

Not much has been left out of the gameplay. Let's face it, there wasn't much to leave out. **Afterburner** was never about complex gameplay; it's just about zooming through the skies, gawping at the incredibly fast, detailed, colourful graphics, and blowing to hell everything that moves. All these elements are still there, bar the colours.

As your F-128 sooper-dooper transonic interdiction fighter lifts from the deck of the Sega Enterprise, you feel that you're in for something special. When you lift into the air, the horizon suddenly fills with enemy planes, and you know that you have a fight on your hands.

The speed and smoothness with which your targets come out of the distance has to be seen to be believed. Your cannon fires continuously; you just have to line up your sights, dipping and veering to keep on target. When the LOCK ON notice appears on the bottom of the screen, your guided missiles have selected a target. A cursor box appears around the doomed enemy plane, and by pressing the fire button you can launch a deadly missile.

Your speed, and remaining stock of ammunition, are shown at the bottom of the screen. At the top is shown your current score, as well as the stage of the game you've achieved. The first stage is relatively easy; the targets almost line up to be zapped. As you progress, though, you find yourself facing waves of missiles. The best way to avoid these is a quick barrel-roll; move the joystick over to the right or left, then give it a quick nudge. Your plane rolls alarmingly, the horizon spins around you, and with any luck you'll avoid the missiles. If you don't have any luck, your plane goes down, trailing what look like soap bubbles, which I'm sure are meant to be smoke rings.

If you survive through stage one, you'll rendevouz with a

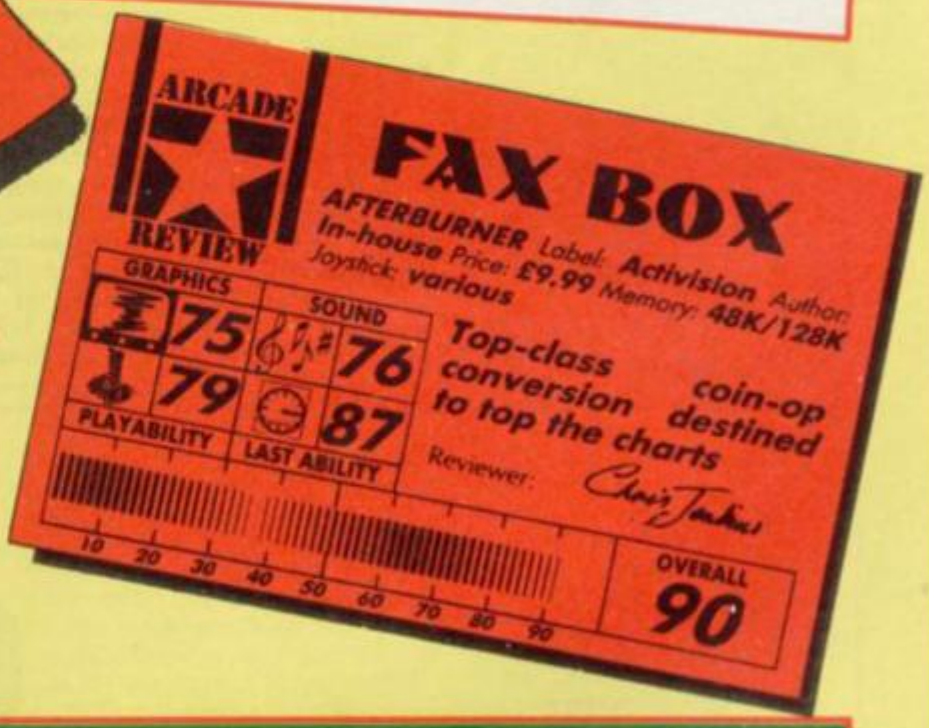
TER NER

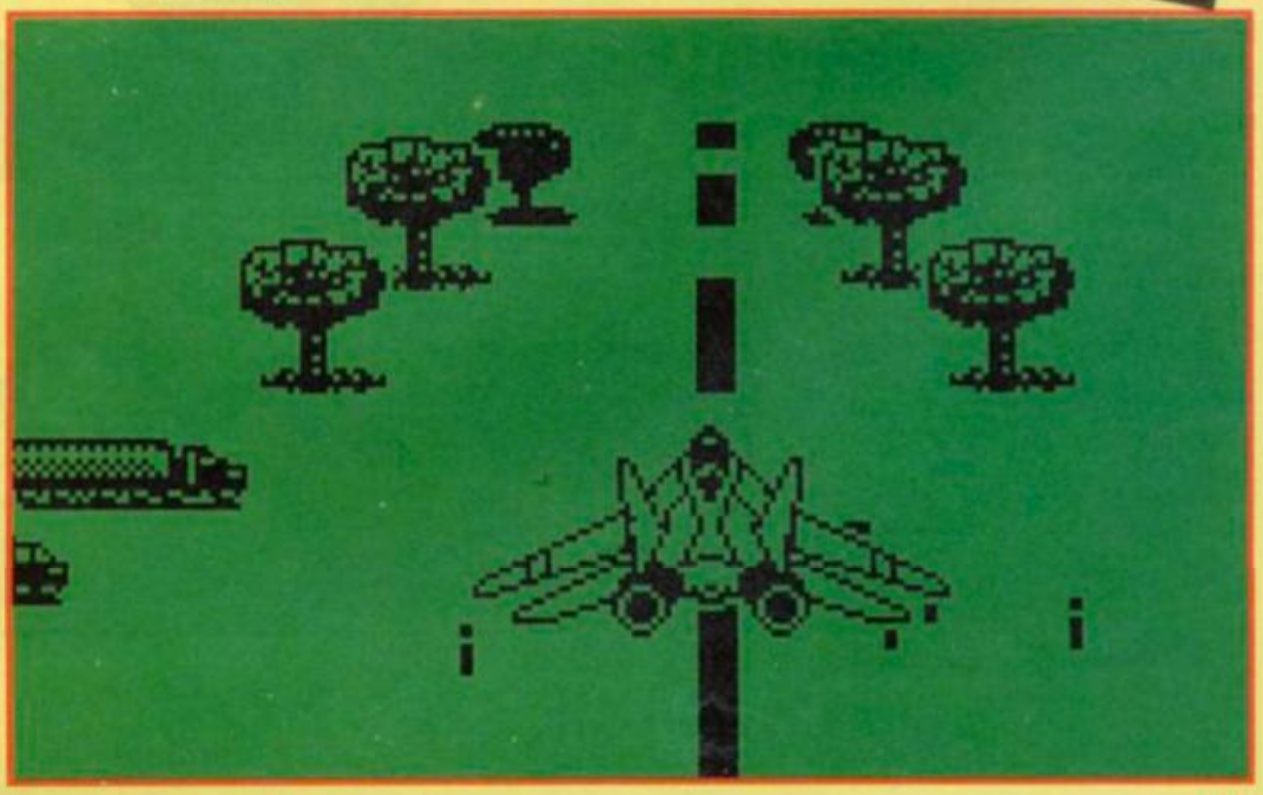
tanker which will top up your fuel and ammunition. Then it's on into the unknown, with a different coloured background, new tyupes of planes, and a faster, more furious fight.

You must select music or sound effects during the game; the music's a jolly bouncy sort of affair, while the sound effects include some nice metallic bonglings and swooshings. The overall impression is of a game which is more than the sum of its separate parts; hence the rather strange marks in the faxbox.

If you survive long enough, you'll get to see the **Super Hang-On** motorbike chasing you off a landing strip, an **Outrun** sports car and a **Thunderblade** helicopter. Nice to see that the programmers had enough memory space to get all the jokes in – of course, this means that the game has to be multi-load, or use continual disk access.

OK, there's not much to **Afterburner**; it's just continuous, spectacular blasting. Don't let that stop you investing in what must be one of the big hits for Christmas■





1 ZAP

JON RIGLAR HE'S ALL FAXED UP THIS MONTH

The computer industry is a rum sitcom if ever there was. In fact, dear viewer (whoops, sorry I thought I wass a YS writer there for a mo, I'll start again). In fact, dear squillion and a bit viewers, it could very well be *Neighbours* on a whacky and sort of spooky offbeat day such as a Monday lunchtime or a Wednesday evening. Let us dust all the crannies and fluff the nooks and open Mr Emap's spanish suitcase to explore the matter further.

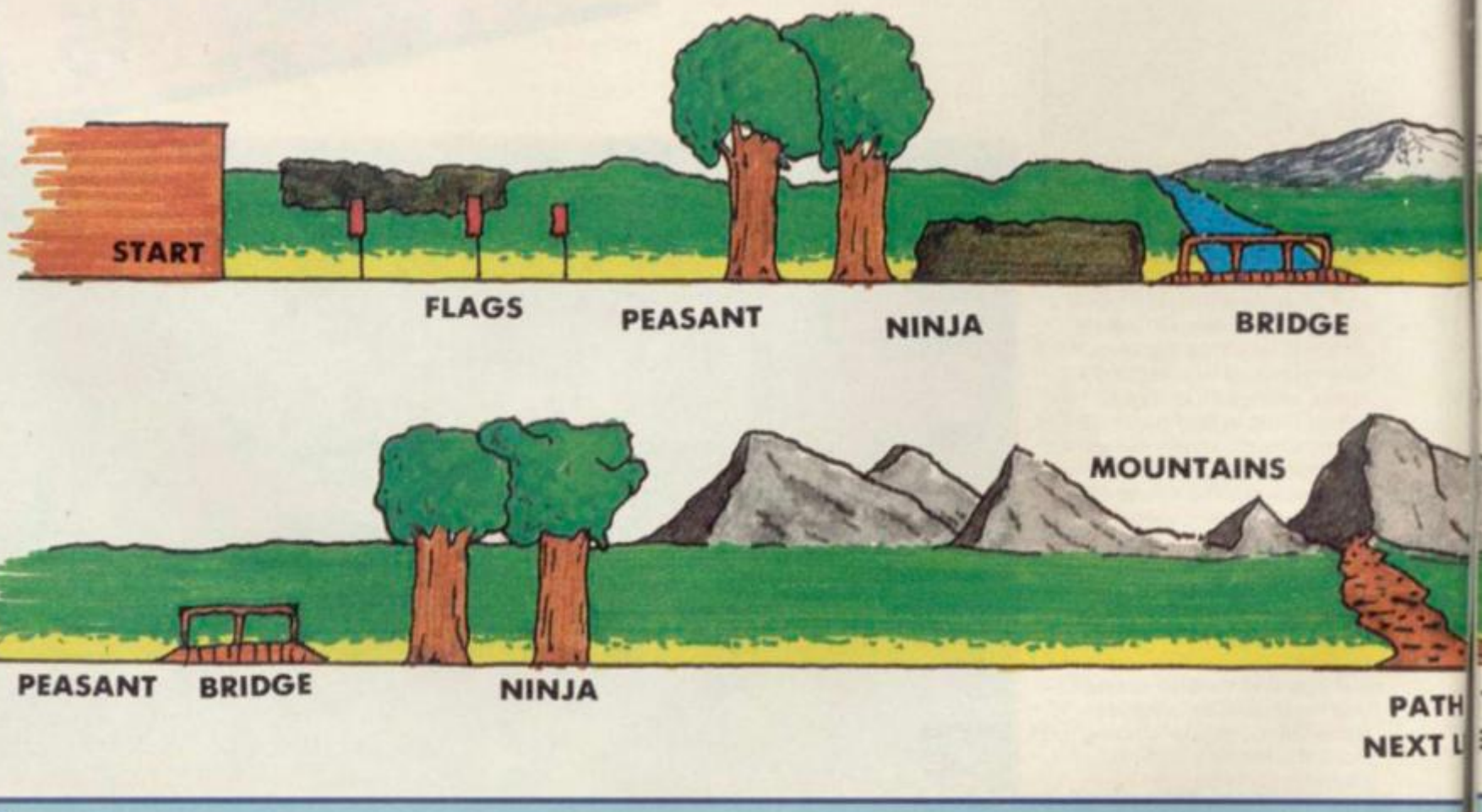
Take, pour example, Mikrogen. Well, who else could the company be but hairy old Shane i.e. someone who has vanished and is a bit hairy. (Well, maybe forget 'bout the hairy bit). Then there's fluffy, moist and cuddly Harold Bishop, who surely must be Hewson 'cos they've been around a fair while now.

But the question you're all dying to ask is 'Who is Charlene then guv?' Well of course there's always Codemasters, a spunky thing who is far too young to get married and cook toast (!?!)

How about us? Well good 'ole SU must be Lassiters lake really. Lots of sludge (Tony 'Gary Davies' Dillon), old tyres (the accounts dept.) and . . . (I think I speak for both Madge and myself when I say be off with you! – GT alias Jim Robinson).

STANDBY TO ACCESS: SAMURAI WARRIOR . . . Firebird Section writer: Wimpy burger buyer: Jon Riglar

Firebird's latest release, commonly known as 'The Battles of Usagi Yojimbo' (which is a good enough reason to rename the whole bloody thing actually) is really rather nice. Lotsa big, busty, bouncy graphics with the occasional chop chop. But you may also need a map and a pack of brillo



CHAT

pads. Well, you can ruddy well get your own brillos mate, but here's a map and a few tips chucked in.

STARTING OFF

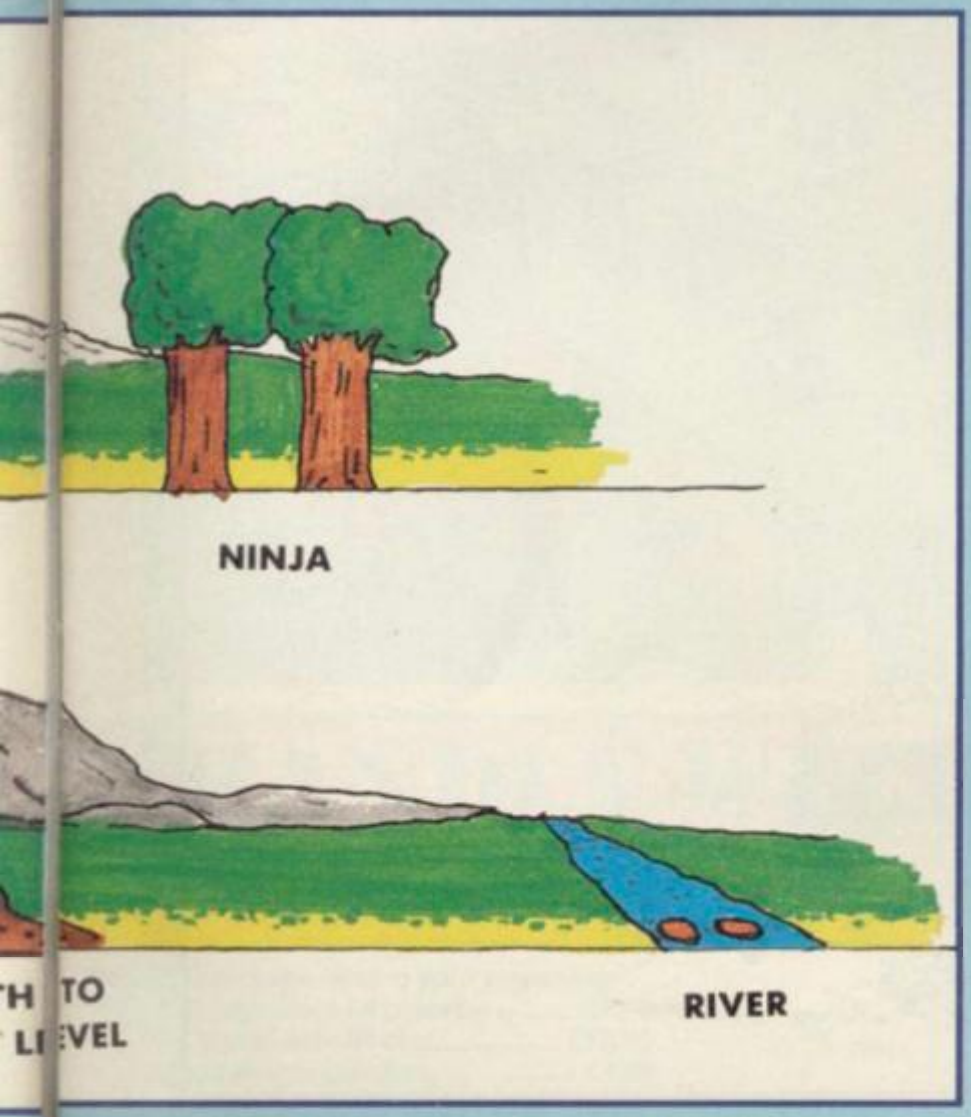
This whole section has been mapped. Walking along, make sure you keep your sword in its sheath because the first character you'll encounter is a peasant and peasants don't take too kindly to Samurai waving big long ones in their faces (fnar). Moving on you'll find a set of two trees. From the second, a Ninja will drop and attack you. Wap out your stick and make use of the three modes you can use. By far the best is the side swipe which is quickly executed so you can move to defend yourself straight after. All Ninja in this section only need one hit to keel over.

Sheath your sword straight away and wander onwards, over the bridge and make damn sure you keep your sword where it's supposed to be when you walk past the bloke on the other side. Bow to the bloke if he is another Samurai because the more manners you display, the higher your Karma will climb. At the next set of trees, another Ninja will attack but this time he will drop from the first tree. Hack, slash etc.

Sheath the sword again and wander across to the next bridge. Her eyou should meet another peasant. You can either bow to him or offer money.

Giving money away will increase your Karma level, but try to keep some cash for later on in the game. From here on you can keep your sword unsheathed. Kill the next Ninja and zoom on to the end of the section. You will have noticed (honest!) that by keeping the sword out, old Usagi moves much faster.

At this point you can make a choice. Either head up the path or jump across the river. The latter is the hardest and so, being a true journo, I took the other route.



THE OTHER ROUTE

This section is ruddy massive and so we haven't mapped it but here's the low-down as to what goes on. Basically, watch out for the peasants who tend to appear all over the place. The first real teaser you'll hit are the ravines. The only way you can jump across these is to get into combat mode because it follows that if you can run faster you can jump further as well.

Further into this level are some Ninja which act the same as before but are a lot toughter and cannot be killed with one hit. They also tend to leap around in the so-called 'air' a lot which is a pain in the butt. At the very end, you'll also find a cave. DO NOT ENTER. Inside is an invisible Ninja which, cos it's invisible, tends to be very hard to hit. Need I say more?

Right at the end of the section is a cave mouth which you have to enter to complete the section but watch out for falling rocks.

SOME QUICKIES (FNAR YAK)

Once you reach the section with a building, enter it and have a gamble. This is possible, of course, only if you have any money. Likewise, in the very same building, you can buy some nosh and stuff yourself to build your energy back up to its starting value.

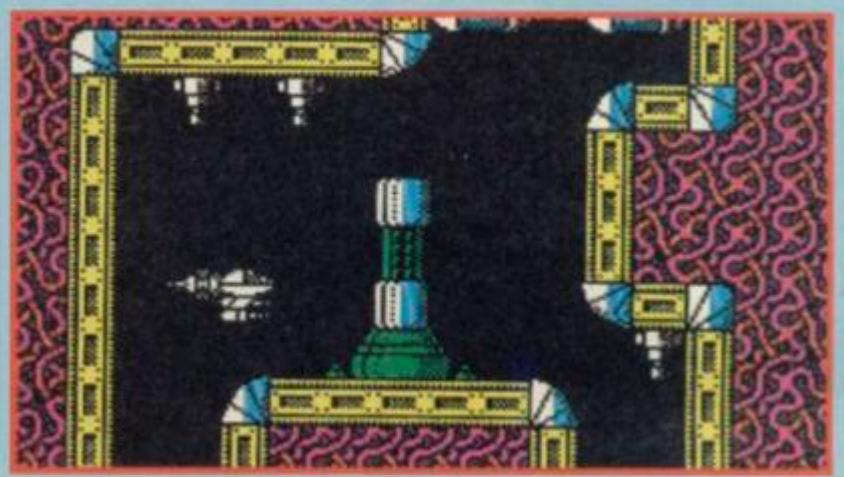
In the later levels, you also need to be careful to avoid peasants. If you don't give them any money, you might find yourself with a scrap on your hands. And there you go i.e. Fin!

READER'S BIG FIVE 'WIGGING OUT ALL OVER THE SHOP' CHART
Sinclair User Dentist: Arfur Neecap BDS

'Lovely smashing lovely smashing super splendid lovely smashin' as Jim Bowen would no doubt say when pondering the wondrous opportunity of having his very Big Five Reader's Chart printed in the fab organ. But! You don't have to be bald and wear glasses to stand a chance, oh no! It's really ridiculously simple you know. All you have to do is jot down your top five on a piece of bog roll, complete with the game you think should have been shot at birth, and send all offerings to Oocka-oocka-oocka-Jon-what-a-big-'un, followed by the usual blurb. Pronto!

1 Cybernoid	Hewson
2 Target Renegade	Imagine
3 Thundercats	Elite
4 Super Sprint	Electric Dreams
5 Fruit Machine Simulator	Charlene Mitchell

Welcome back to part two (?) the lovely moist and cuddly cahrt shown above were sent in by Chris Reeves who has waited 2 months for it to appear in print. Chris' gross-out bummer of a game is Zub and why not? If you want your chart printed then . . . (Em, haven't we already been through this bit? GT)



ZAPCHAT 3

Hello hello hello! Nice weather isn't it? (Don't start that crap again. GT) Anyway we've received trillions of letter in which people all claim to have completed *Where Time Stood Still* so, being generous souls, we've decided to rpint some along with some normal scores. So here we go:

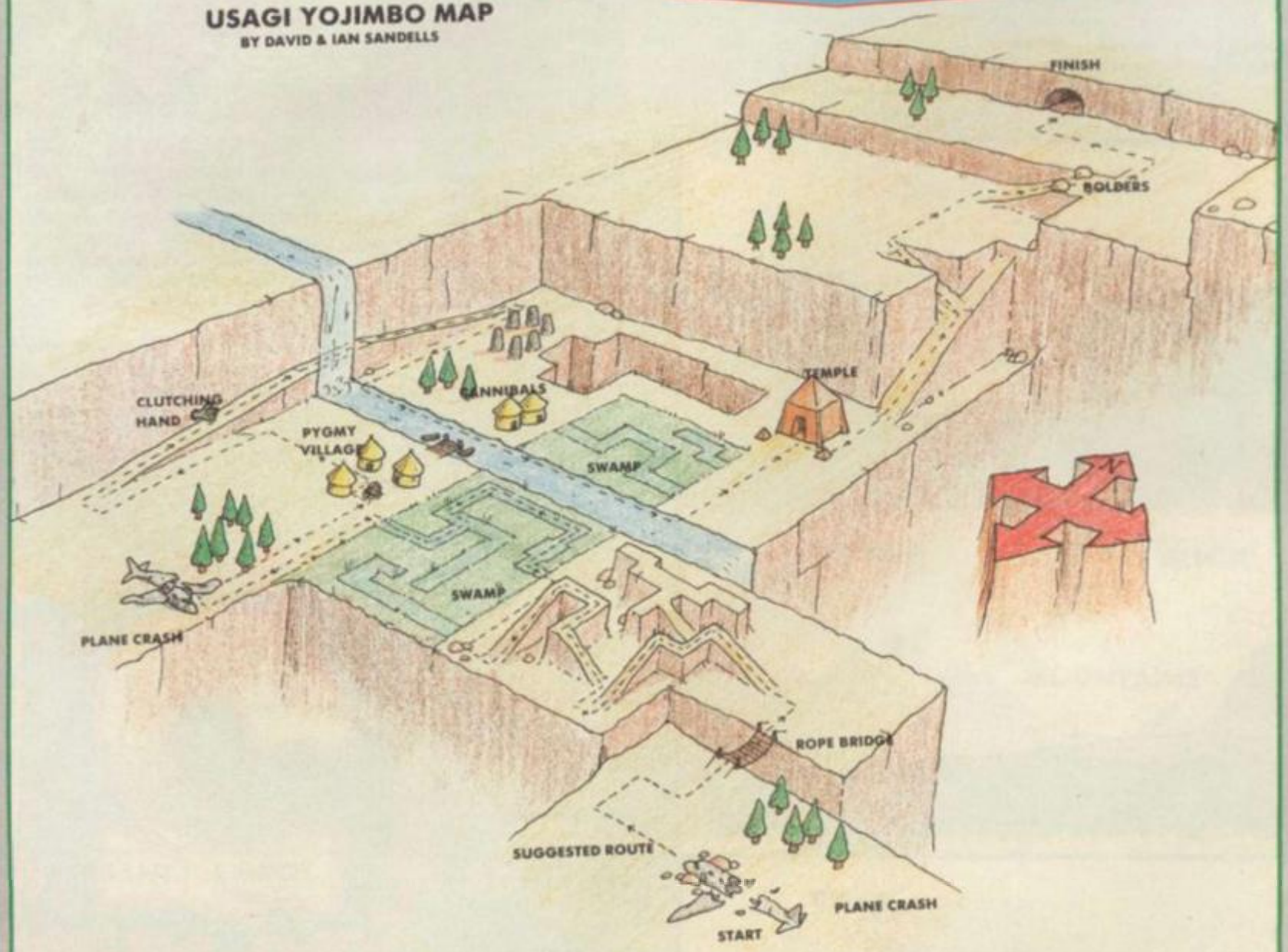
BOINZOI HIGH SCORES EDITION!
Section writer: Jon 'We call it EMAPPPEEEE' Riglar

OUTRUN	1,188,200	Paul Sharatt
SUPER HANG ON	250,775	Sandra England
PAPERBOY	80920	Paul Sharatt
WTST	Completed	Andrew Limpin
WTST	Completed	Paul Taylor
WTST	Comleted	Adrian Hicks
WTST	Completed	Jamie Mash
WTST	Completed	David and Ian Sandells

'GICE ME MY RUDDY WAD JON' UPDATE
Section writer: Jon '69-69-59 Riglar

Terribly sorry and all that but last ish there simply wasn't enough room to print the map that won the was for being groovy and lookin' pretty fruity, so we've printed it this month. Although we've been flooded with maps for *Where Time Stood Still* there were too many – too many!! – to award some dosh so we've cut each one up into little squares and then stuck a bit from each to make one humungous one! And here it is! End of factual blurb.

USAGI YOJIMBO MAP
BY DAVID & IAN SANDELLS



HANDLE WITH -CARE-

Soon to be hitting your screens on . . .
Commodore 64 cassette £9.99
Commodore 64 disc..... £12.99
Spectrum cassette £7.99

Telecomsoft, First Floor, 64-76 New Oxford St, London WC1A 1PS.
Firebird and Firebird Logo are trademarks of British Telecommunications PLC.

FIREBIRD

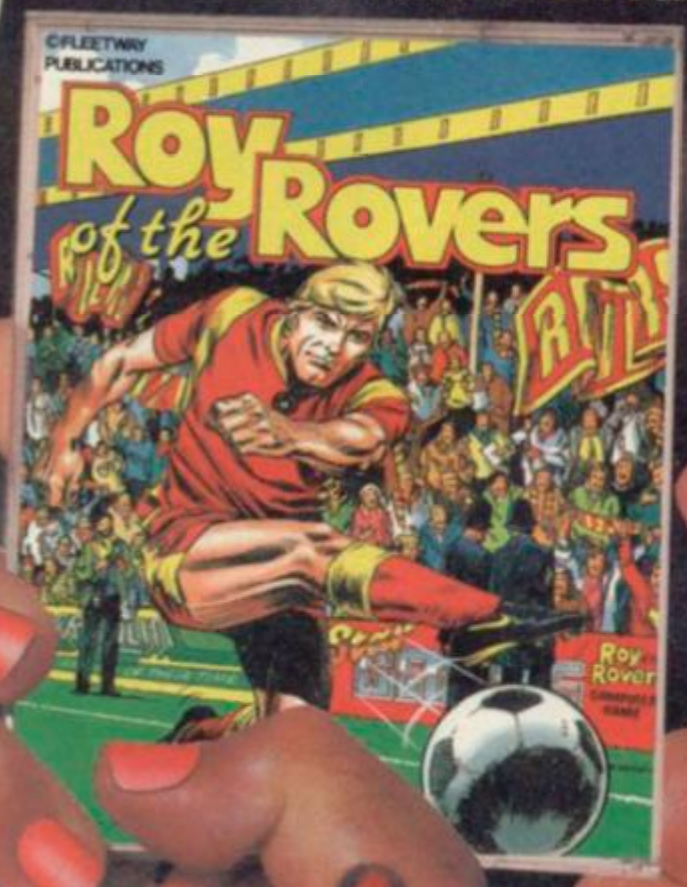
A LEGEND IN GAMES SOFTWARE

FIVE FIST-FULLS OF

ROY OF THE ROVERS

NEWSFLASH! Four of the Melchester Rovers five-a- side football team have been kidnapped... hours before a crucial fund-raising game to save their ground from grasping property developers. Time is running out and player-manager Roy Race MUST rescue his team-mates, dodging danger, escaping ambushes and boobytraps in order to play the most important game of his career!

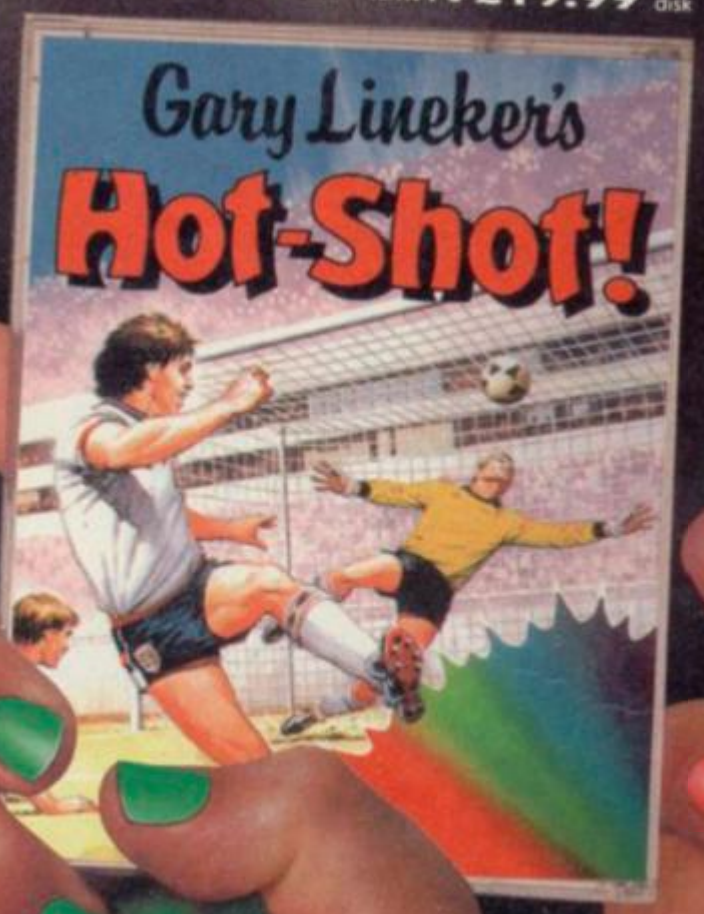
CBM 64/128 **£9.99** cassette **£14.99** disk
AMSTRAD **£9.99** cassette **£14.99** disk
SPECTRUM **£7.99** cassette **£12.99** disk



GARY LINEKER'S HOT SHOT

The most realistic football game ever produced for your computer. Play in a full-scale eleven-a-side football game complete with sliding tackles, throw ins, corners, goal kicks, fouls and even the dreaded referee with his red card.
With all these features to watch out for will you have what it takes to match the shooting skills of England's top striker in Gary Lineker's Hot Shot.

CBM 64/128 **£9.99** cassette **£14.99** disk
AMSTRAD **£9.99** cassette **£14.99** disk
SPECTRUM **£7.99** cassette **£12.99** disk
ATARI ST **£19.99** disk
AMIGA **£19.99** disk IBM PC **£19.99** disk



SUPERSPORTS

As varied and as bizarre a collection of unique sporting events as you are ever likely to find. Have you got a good enough eye to be a 'crack shot'; the nerve to attempt the 'devil dive'; the strength to 'smash slates'; the accuracy to shoot the 'cross bow'; and finally (and unbelievably!) triumph over an 'underwater assault course'. Up to four players can compete in this outrageous challenge!

GREMLIN

Screen shots from various formats.

Gremlin Graphics Software Ltd., Alpha House,

SPORTING POWER

CBM 64/128
£9.99 cassette
£14.99 disk

AMSTRAD
£9.99 cassette
£14.99 disk

SPECTRUM
£7.99 cassette
£12.99 disk

GARY LINEKER'S SUPERSKILLS

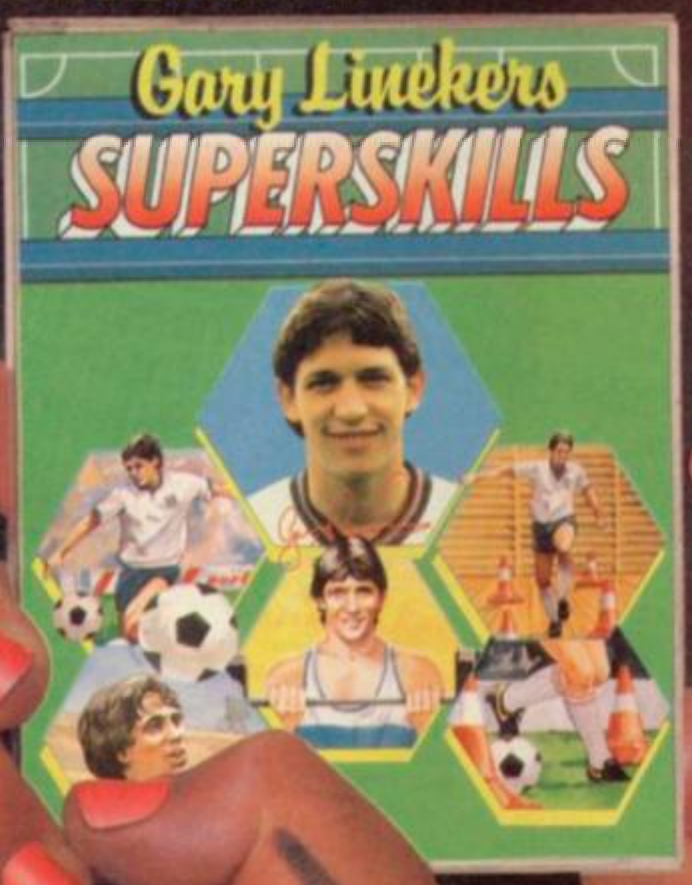
Hot on the heels of the hugely successful Superstar Soccer comes Superskills, again endorsed by England's star striker. To command a permanent place in the national team means dedication – dedication towards hard work and training. The national coach has designed an extensive training programme which will improve your fitness, ball control, sharpness and accuracy. Can you prove yourself to be both physically and mentally agile and alert?

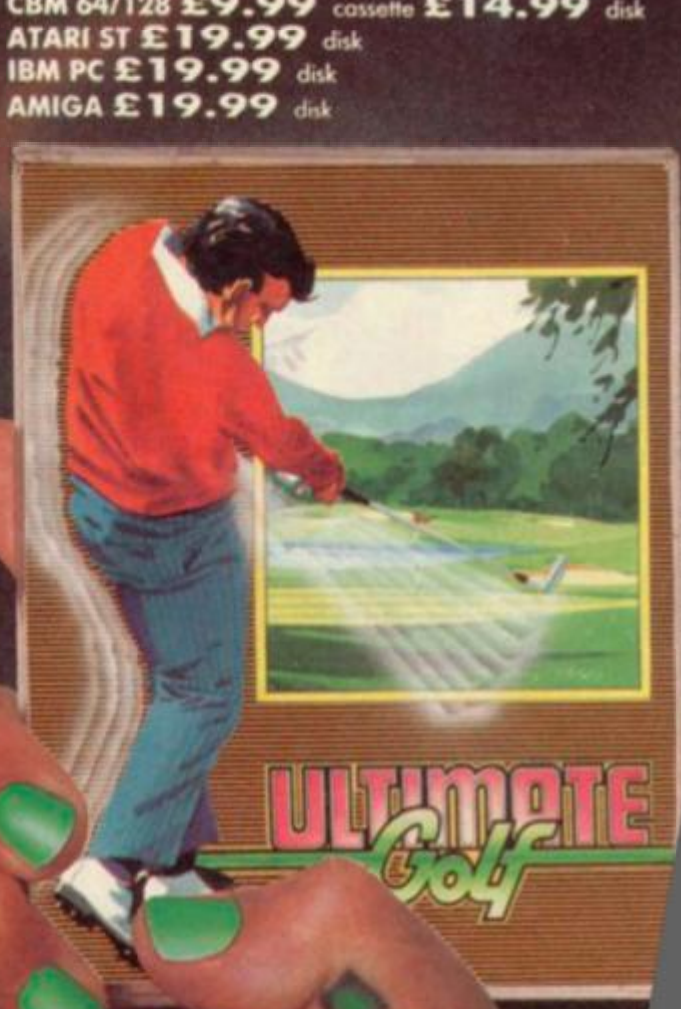
CBM 64/128 **£9.99** cassette **£14.99** disk
AMSTRAD **£9.99** cassette **£14.99** disk
SPECTRUM **£7.99** cassette **£12.99** disk
ATARI ST **£19.99** disk

ULTIMATE GOLF

The ultimate golf simulation for your computer. See how different shots affect the way the ball is hit. Let the computer determine your skill level. Perfect your technique by following the example of the computer golf player. A must for all enthusiasts who've tried their hand at computer golf but never met a challenge as testing and enthralling as Ultimate Golf.

CBM 64/128 **£9.99** cassette **£14.99** disk
ATARI ST **£19.99** disk
IBM PC **£19.99** disk
AMIGA **£19.99** disk





WIN AN AFTER BURNER MACHINE

OK Strap yourself down. Hold yourselves back. This is the big one. Possibly the greatest competition ever run in any computer magazine ever in this or any other Galaxy certainly the most astonishing this side of Alpha Centuri – SU in conjunction with those very nice people at Activision brings you:

WIN AN AFTERBURNER MACHINE! REALLY! NO JOKE! HONEST!

Unbelievable but true, we have, sitting in our top secret warehouse, a brand, spanking new, standy-uppy, gleaming, Afterburner **Machine, worth a cool £2,000. (Actually it's a hot 2,000 but don't worry it's all used fivers and will never be traced.) All you have to do to win it is:** Read this and next month's magazine very very carefully indeed . . . Easy eh?

Let us explain:

Scattered through the pages of this magazine, lurking in a corner here, peeking through a gap in an illustration there are a number of special Afterburner **logos. They look like this:**

We want you to scour the pages of this and next month's magazines even more carefully than usual and hunt them out. Remember they could be anywhere – on an ad, in a review, ANYWHERE!

NOTE **We only want you to count logos that look just like the one above – not any** Afterburner **logos that appear on** Afterburner **adverts or reviews etc and will be a lot bigger. When you think you've spotted the lot note down the total, with the page numbers you found them on, in the special form below. We've done the first one for you which is on this page a few lines back!**

REMEMBER you'll need to do the same thing in next month's issue and then send the two complete forms in to the address below.

SEND YOUR TWO COMPLETED FORMS TO:

'Gor lummy cripes. Good God. Gimmy an Afterburner **machine Compo', SU Megacontrol, 14 Holkham Road, Orton, Peterborough PE2 OUF**

AFTERBURNER COMPETITION FORM:

I think the total number of special AFTERBURNER **logos hidden in the pages of the November issue is .....**

LOCATIONS:

Page	Roughly where on the page
20	IN THE COMPETITION

My Name .....

My Address .....

REMEMBER YOU NEED TO DO THE SAME THING IN NEXT MONTH'S ISSUE AS WELL!

This competition is not available to employees of EMAP, Activision or people who are so rich they already own an Afterburner **machine. In particular Wayne Smedly of Southend may not enter because we just don't like you Wayne.**

SOFTWARE THAT'S HARD TO BEAT

A range of powerful programs for the ZX Spectrum computers. Use the coupon below and send today for our free, comprehensive brochure. Quality, performance and great value for money.

	ZX 48K SPECTRUM	ZX SPECTRUM 128	ZX SPECTRUM +2	ZX SPECTRUM +3
TASWORD The Word Processor. Power, flexibility and ease of use have given Tasword an enviable reputation for performance and unbeatable value for money. Each version is packed with useful features and is specifically designed to make maximum use of the memory and keyboard layout. TASWORD: power, versatility and performance. The definitive word processor for the ZX Spectrum.	TASWORD TWO Cassette £13.90	TASWORD 128 Cassette £13.90	TASWORD PLUS TWO Cassette £13.90	TASWORD PLUS THREE Disc £19.95
	TASWORD THREE Microdrive £16.50		NEW!	TAS-SPELL PLUS THREE The spelling checker for Tasword Plus Three Disc £19.95
TASCALC The Spreadsheet. NEW! At last! A comprehensive spreadsheet for the ZX Spectrum. A full working spreadsheet of 52 columns by 157 rows to process and evaluate numerical data. Advanced features include variable column widths, on screen help, interactive prompts and a full range of formula functions.	TASCALC Not available	TASCALC Cassette £17.95	TASCALC Cassette £17.95	TASCALC PLUS THREE Disc £19.95
TASPRINT The Style Writer. Print Tasword output in a range of five impressive print styles. The Tasprint lettering is twice the height of normal dot matrix output. TASPRINT PLUS THREE features 25 fonts AND a FONT DESIGNER.	TASPRINT Cassette £9.90 Microdrive £11.40	TASPRINT Cassette £9.90 Microdrive £11.40	TASPRINT Cassette £9.90 Microdrive £11.40	TASPRINT PLUS THREE Disc £19.95
TAS-SIGN The Sign Maker. Produce and print your own signs, posters, banners and large notices to get your message across with maximum impact. Add a new dimension to your dot matrix printer. Prints signs, posters and banners with letters at any height from one inch to the full width of the paper.	TAS-SIGN Not available	TAS-SIGN Cassette £17.95	TAS-SIGN Cassette £17.95	TAS-SIGN Disc £19.95
TASCOPY The Screen Copier. Screen copy software for the RS232 output on ZX Interface 1. Keep permanent and impressive records of your screen pictures using either the monochrome or "grey-scale" software where the screen colours are printed with differing dot densities to give a shaded representation of the Spectrum screen colours.	TASCOPY Cassette £9.90 Microdrive £11.40	TASCOPY Cassette £9.90 Microdrive £11.40	TASCOPY Cassette £9.90 Microdrive £11.40	TASCOPY Not available
TASWIDE The Screen Stretcher. ZX Spectrum 48K/128K/+2: obtain 64 or 32 characters per line on the screen. Works in 48K mode only. ZX Spectrum+3: gives 3 letter sizes on screen — 64, 42 and 32 per line.	TASWIDE Cassette £5.50	TASWIDE Cassette £5.50	TASWIDE Cassette £5.50	TASWIDE PLUS THREE Disc £9.95
TASMAN PARALLEL PRINTER INTERFACE A low cost means to link your Spectrum to any printer fitted with the Centronics standard parallel interface. Supplied complete with cable, driving software for LLIST and LPRINT and screen copy software for most dot matrix printers. Compatible with 48K AND 128K ZX Spectrums.	£29.90	£29.90	£29.90	Parallel printer cable £9.95 RS232 cable £14.50
MASTERFILE PLUS THREE The Database. Accomplish your home and business filing with ease and elegance using MASTERFILE PLUS THREE. A sophisticated menu-driven data filing, storage and retrieval system. Data stored with MASTERFILE PLUS THREE may be exported for use with Tasword Plus Three.				MASTERFILE PLUS THREE Disc £24.95

All prices include VAT and post and packing

Tasman
PERFECTION IN PROFESSIONAL SOFTWARE
Springfield House · Hyde Terrace · Leeds LS2 9LN · Telephone · Leeds (0532) 438301

If you do not want to cut this magazine, simply write out your order and post to: TASMAN SOFTWARE, DEPT SU, SPRINGFIELD HOUSE, HYDE TERRACE, LEEDS LS2 9LN.

I enclose a cheque/PO made payable to TASMAN Software Ltd OR charge my ACCESS/VISA number: _____ Expires _____

NAME _____ ITEM _____ PRICE

ADDRESS _____ £ _____

_____ £ _____

_____ £ _____

Outside Europe add £2.00 per item airmail. £ _____

Telephone Access/Visa orders: Leeds (0532) 438301 TOTAL £ _____

Please send me a FREE Tasman brochure describing your products for ZX Spectrum+3 ☐ ZX Spectrum 48K/128K+2 ☐ IBM/Amstrad PC ☐ Amstrad PCW ☐ Amstrad CPC ☐ Commodore 64 ☐ Dept SU

My dear cuddly bundle of fluffy, silky-soft marshmallow fur with the size, shape and texture of Chris Biggins posterior for a face (are you sure? – Kami).

Thanks an absolute billion for **Daley Thompson's Olympic Challenge**. You warned of possible damage to people's joysticks. What you did not warn us of was the possibility of what happened to me.

While waggling furiously, something "went" in my right hand. It was my fourth finger. It hung limp and floppy as a disc ('scuse me while I honk up – JD). I yelled to my Mum – a bad mistake – she became hysterical (and not with laughter) and screamed for my Dad who, with all the poise and calm of something poised and calm, grabbed it and pushed it back in. And yes, it was exquisitely painful.

Does not such a vivid description of pain at least deserve a mention, a consolation and a reward?

Tom Soper
Oxford

● ***It most certainly does – what a gore filled tale. All of the SU staff have passed out on the carpet (that's 'cos they're all mega wimpos). What a brave chap you were, you didn't even cry (or did you?)***

I'd just like to say that Tony Dillon must be as mad as a mad man for liking Iron (crud) Maiden and Def (I can't play for toffee) Leppard.

As for you, you mutated slug, when was the last time you cleared up your desk and paid the Inland Revenue bill, and you should stop smoking those bullets – they'll stunt your growth.

Why don't you save some of your wages and tidy up your place a bit, flowery wallpaper here, pink pastel curtains there and a nice bowl of roses. Dismissed.

Col. Jumpin' Jack Flash
Thatcham Base
Somewhere very hush hush in Newbury

● ***Kami thinks your ideas are extremely fair and you must be a bit of a woofta so he wants nothing more to do with you – go away forever!***

You fat lump of Blue Peter trash (wah? – GT).

I wanna lodge a complaint. Your mag dumped a compo in ish 78 (p.39). The questions were somefink about fat traffic wardens and Beatles' songs.

Anyhow (yeah get on with it – Kami) I answered the questions (they were pimpsqueak), bunged the slip in an envelope, but you remarkably clever idiots over at SU forgot to put an address to send it to, on the godforsaken page. Explain that, you lumpa turd.

If you don't publish this, I'm coming round to kick your ass and knock the stuffing out of you. Does December 26th suit you?

Chow for now
Alex 'Tomahawk' Potts

● ***If you're such a smart ass you would have remembered that you always send competitions to the same address, which is in the copy for every other compo that month. Sure you can attempt to sort me out on December 26th, 'cos that's Boxing Day and I'll be on my Chrimbo hols you sucker!***

WELCOME TO STEVE STEWARD CORNER

Steve has nothing better to do with his days than write letters to Kami, so I thought you'd like to see what he has to say . . .

G'day Kami. I was wondering if you were related to the Gummy bears. If so, go behead a carrot (beg ya pardon – GT). Anyway, enough of that drivel, I would just like to say that I can't stand people criticising you and the mag. I think you are both ace, so keep it up.

Steve (nutball) Steward

Well done SU. You have done a smashing job on the Megatapes – I have them all. Also I think the pokes on the tape are the best idea since sliced bread.

Now, down to business (wondered when you'd get down to that Stevie – GT). If anyone messes with Kamikaze I'll come round and bite their noses off and stick them on my bedroom wall.

Steve (bonecrusher) Steward

OK, who are Steve 'savage' Stewart and Stephen 'hungry' Proctor. I could mash you all and Kami will back me up. If he doesn't I'll take away his fruit pastilles. But Kami knows that I wouldn't tell anyone about his problem (Ooops sorry Kami).

Steve (masher) Steward

● ***Well readers, what an interesting guy Steve is (yawn, snore). Does anyone understand what he's blathering on about? I certainly don't. No more letters Steve, our floorboards are fair busting under the weight.***

Yo Kamikaze, I've bin readin' quite a lot about you, an' I've been wonderin' if you could spare a scrap or two, 'cos I've just about finished off everyone around 'ere an' life's gettin' a bit borin'.

Oh an' by the way, don't expect to be seein' much more of that Foxx geezer either, 'cos I sorted him out good an' proper (heh heh!). PS I'd like fights with unfair odds against me.

Bully Beagle
Barron-in-Furness
Cumbria

● ***Good for you, BB. Ah couldn't be bothered to finish off the Foxx, he's too much of a wimpo liberal for me to bother with, but thanks for doin' the job. Ah'll be around to utterly bash you up next Tuesday.***

Yo Kami.

Aaaargh, help me, I can't take anymore.

Oh thanks. Anyway PLEASE, PLEASE, PLEASE will you give us more warning when you are going to release another Megatape with such quality as **Deviants** and **Typhoon** as I might just . . . ooo . . .

Alex Taylor
Nottingham

● ***Sorry matey we'll try to warn you next time. Yes* Deviants *and* Typhoon *were pretty wonderful weren't they? I hope you've come round by now.***

I have a complaint about your Megatapes. Ooh no, they're all superb (we know – GT) but ALWAYS when I try to remove the sellotape it destroys the picture of Kami Bear on the side of the tape. That's it!

Paul Plonk
Luton

P.S. I think the Megatapes are FAB, but your mag is crap.

● ***Well, we were considering doing something about your complaint, but 'cos you insulted us at the end and 'cos you got such a stupid name – you blew it. Ha!***

TELL IT

Send your letters to 'Tell it to the Bear,' SU Mega-Control, 30-32 Farringdon Lane, London EC1R 3AU

When I see mags giving tapes with pokes on them and stuff, I wonder why you can't get them on +3 discs. And when there's no tape free, the mag costs £1 and when there is a tape on it it costs £1.50.

Please, please, please could you send be two blank discs with nothing on them so I can write on them. You won't let me down because you are the best (we know – we don't need you to tell us – GT) and I will pay £1.20.

Barrignton Simpson
Lewisham

● ***What do you think we are a bloody charity? (Actually we can't do discs yet, but we're looking into it – GT)***

Listen Kami, you may be the most unreasonable living thing ever born, but what you're doing to those other Speccy mags is as fair as Russia launching a nuclear strike on the Fiji Islands.

Bringing out Megatapes makes other magazines look like a mindless mound of alien dung. Not to mention the new review system (you just mentioned it stupid) which makes Crush's look like something you'd find in a cat tray (no, not a cat!!)

Be fair; give 'em a chance.

Will Labbett
Norfolk

● ***No we won't give those scumbags any chances. If they can't be as brilliant as SU that's their problem, not ours!***

TELL IT TO THE BEAR!

You got a comment? You got something to say? You got an opinion about what's good and bad. Wanna praise the mag? Wanna heap some indignation and kick a few butts? Don't keep it to yourself, just put your thoughts down on paper and TELL IT TO THE BEAR!

Kamikaze don't mess around. I'll print anything that got something to say with a name and address on it (No address no printy yellowbelly) you jus tell me all about it and send your message to 'Tell it to the Bear', SU Central, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU

You four eyed diphthong pussbag.

Your so called humungous mag done a goof up (no this can not be possible – GT).

In the **Octan** review Jim Douglas said, "and for £2.99 you can't go wrong can you?" On the Fax box it said the price was £1.99, so you can go wrong!

If Jim Douglas don't get his act together I'll stick a Colt 45 up his nose and fire it. After all that your mag is still the coolest.
David Corners
Basingstoke

● *Jim moans: "It wasn't my fault! The page was put together by someone else etc". But actually he's very sorry and is weeping openly over such an earth-shattering oversight.*

Dear silly billy, your dad and me are so pleased to hear you are writing another SU. We think you are ever so clever, but then you were always the brains of the family. I remember you coming top of the class when you were 14. Your dad and me were so proud, even if the other kids were only 8. Then came the great day when you went to Oxford University. What a pity it was shut.

You won't know the old house when you next visit us. We've moved. It's very nice here but the washing machine doesn't work properly, I put six shirts in, pulled the chain and I haven't seen them since. Dad has a wonderful new job, with 500 people under him. He cuts the grass in a cemetery. Your sister had a baby this morning, but I haven't found out whether it's a boy or a girl, so I don't know whether you're an aunt or an uncle. And, as you've guessed, I'm completely mad.
Timoth Piper
Walsall

● *Great jokes, scurfball. Which book d'you steal 'em from?*

I know that this game is a little old, but because I haven't seen any tips for this game I thought I would write to you. These are my tips for **Dizzy** . . .
Stephen Tierney
Doncaster

● *Sorry Steve, Had to edit that letter 'cos it was borin'. My tip for Dizzy is, keep outa ma way or you'll git ya nose shot off . . .*

On the next SU Megatape, please make sure **Operation Wolf** does not have any tape loading errors, because on **Brat Attack, Amaurote** and **Deviants** it has had errors. So please please please do not have any errors on a game as cool as **Operation Wolf**.
Christopher Hall
Kingsbridge
Devon

● *OK, we'll make sure all the tapes are fine. All except yours, whingebag*

I just thought I'd let you and your many readers know that I have written a brilliant computer game called **Hen-National**. It's a humorous game and is very addictive, with brilliant graphics and expert sound. All that you have to do is send £1 and an SAE to . . .
Craig Northam
Birmningham

● *Sorry Craigie, you're too late for the Crap Games contest. Better luck next year.*

Pssst, want some money? Us old incorruptibles at SU have got a crisp ten pound Um . . . cheque just waiting for you as reward for your contribution to:

PRAISE SU TO THE SKIES!!

All you have to do is write us the most over the top, excessive, fulsome, extravagant, extreme letter of praise we've ever seen. The most truly superlative each month will win ten pounds! Here's the sort of thing we mean:

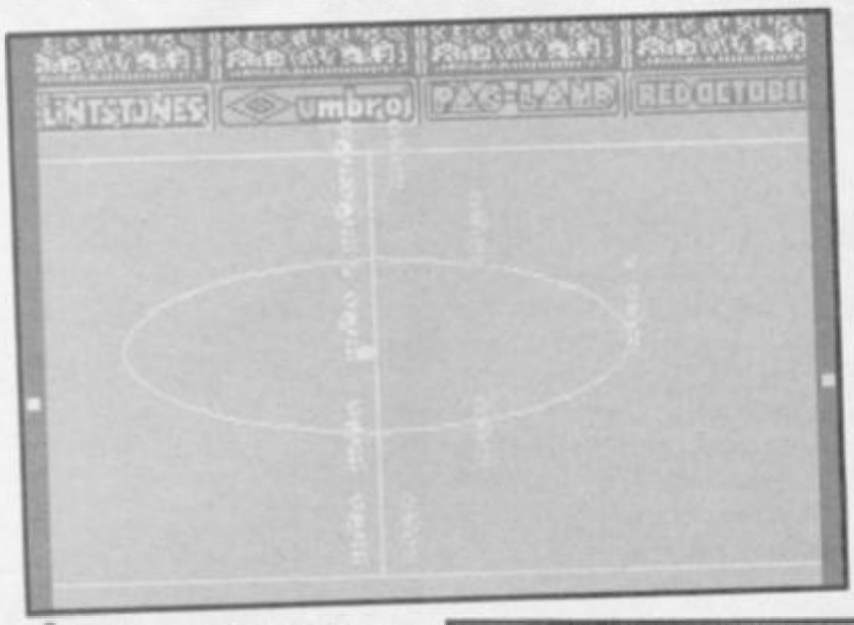
Dear no-father figure SU

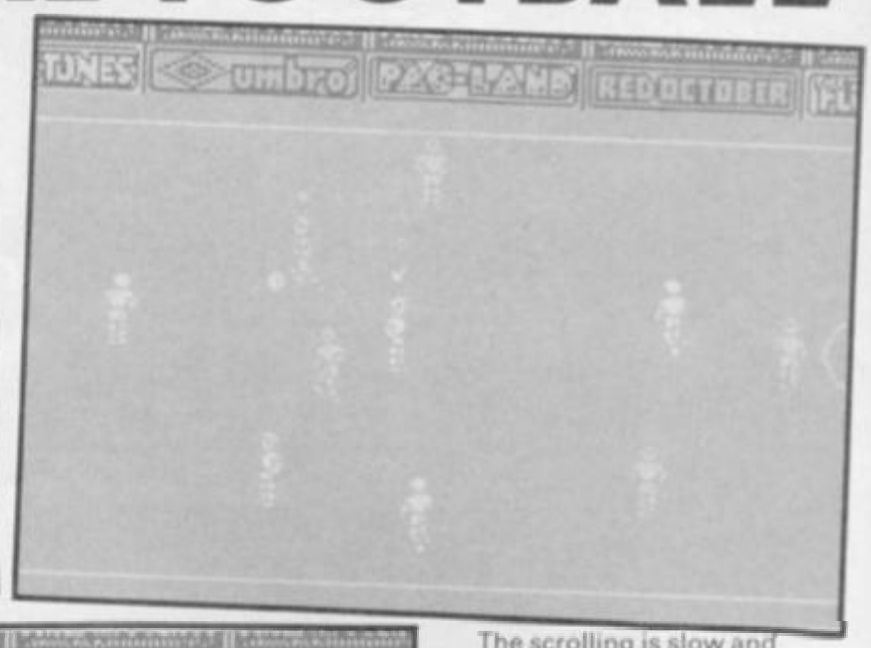
As a mortally humble being I worship your scriptures every month, devouring your every eloquent word. I could cry with insignificance as I gaze deliriously at your infinitely knowledgeable reviews.

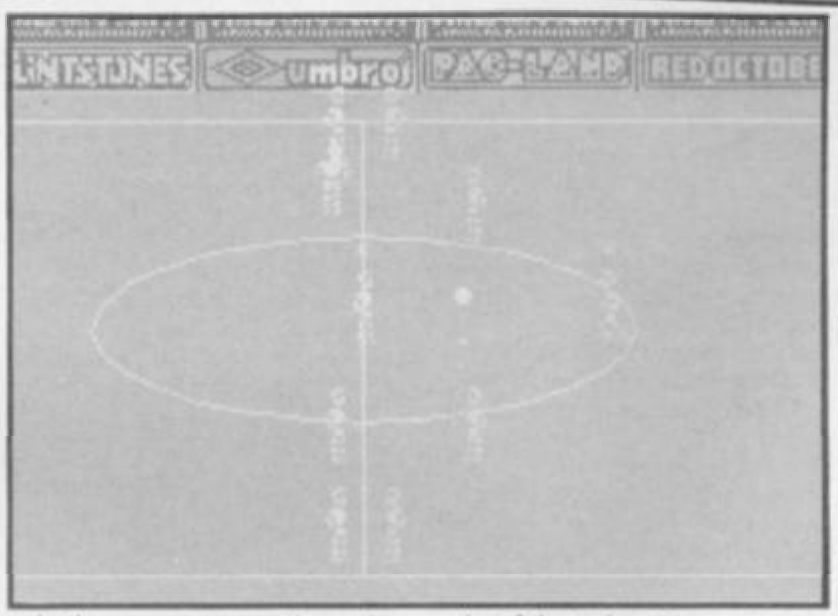
I am suicidal with my undeserved honour of entering your far superior competitions. And you, Lord Bear, are my sole reason for being. In my comparatively pathetic mind, I reassure myself I shall forever be in debt to you, for your holy magazine.

A loyal socklicking servant of your immortally high existence and apostle of your heavenly scriptures, hardly worthy of defacing this shrine of a column with my mere name,
Andy Pilkington
PS – Sorry to waste your invaluable and seemingly endless time.

PETER BEARDSLEY'S INTERNTIONAL FOOTBALL







It's a funny old world. (I bet you thought I was going to say 'game' there). At first, action football games were wicked (**Match Day**) and managerial games were poo (**Football Manager**). Now, all of a sudden there are some wicked managerial games popping up (**TSM, FD2**). The action ones, with one or two notable exceptions, are getting crap and **PBIF** is no exception. It has to be, without a doubt, one of the worst arcade football games I have ever played.

You play in some international league thing either alone, or with a friend playing a different team, the ultimate aim being to become the Champion of Europe, or something like that.

Once you've chosen which team you want to be, and you've seen who else is in your group, you play the first of the 6 matches that will decide whether you get to go through to the next round.

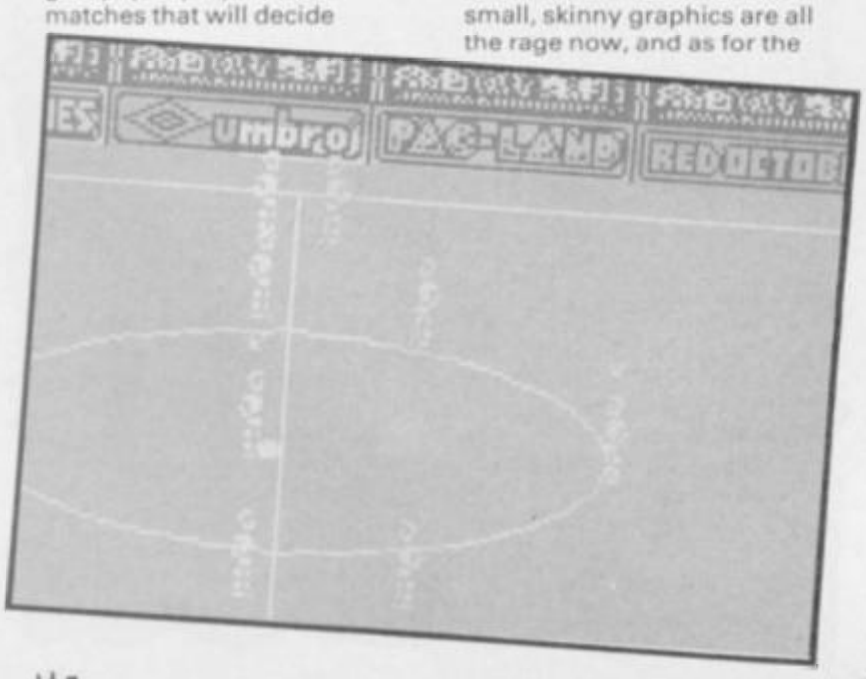
The game is viewed side on, as are nearly all the footy games nowadays, except that this one is terrible. It seems small, skinny graphics are all the rage now, and as for the colourful passionate supporters? I've seen El Presidente show more passion than that. (Nonsense, I am a ruthless sadistic editing machine. I have no emotiosn. Now give me my pen back before I tell my Mum. – GT).

The scrolling is slow and jerky, and the animation of the players is terrible. How many players have you seen run while scratching their instep with their heel?

As normal, you control one man on the pitch at a time, signified by being a different colour to the rest of the team. The player is usually the one nearest to the ball. Controlling the ball is no problem. Just stand still and wait for it to hit you, then run headlong at the goal. You won't be tackled and the goalie will just step aside for you. As you can guess, the game is appallingly easy, if not *just plain appalling*.

PBIF is just one big disappointment. There is just so much missing. The goalie can't dive. You can't do sliding tackles, or even headers. You can't barge other players. **YOU CAN'T DO ANYTHING!!!**

No thanks■



FAX BOX

ARCADE REVIEW

PETER BEARDSLEY'S INTERNATIONAL FOOTBALL Label: **Grandslam** Author: **In house** Price: **£7.95** Memory: **48K/128K** Joystick: **various**

GRAPHICS		SOUND	
	37		47
	42		24
PLAYABILITY		LAST ABILITY	

OVERALL **34**

10 20 30 40 50 60 70 80 90

A croaking old duffer if ever I saw one. There has to be better than this

THE MOST EXCITING
FILM OF THE YEAR
NOW FOR YOUR HOME MICRO.

SEE THE BLOCKBUSTING MOVIE ON VIDEO AVAILABLE NOVEMBER 11TH FROM VIRGIN VISION

ROBOCOP™

Take on the role of avenging angel as you mete out rough justice to the perpetrators of evil and lawlessness. Some of the most exciting scenes ever to fill a computer screen confront you. The future is here and now when you take up this challenge — PART MAN — PART MACHINE — ALL COP . . . ROBOCOP

ROBOCOP TM & © 1987 ORION PICTURES CORP ALL RIGHTS RESERVED

Also available for **AMIGA £24.95** and **ATARI ST £19.95**

SPECTRUM
£8.95
COMMODORE
£9.95
AMSTRAD

ocean

Ocean Software Limited · 6 Central Street · Manchester · M2 5NS · Telephone 061 832 6633 · Telex 669977 OCEANS G

BARBARIAN II

Ba ba ba ba ba
Barbariaaan! Yes, folks he's big, he's bad and he's back. Barbarian: all muscle and hair with gleaming teeth.

The Dungeons of Drax, in case you can't tell from the decidedly booby artwork that's been appearing recently, is the sequel to **Barbarian,** the game of Maria "Chocolate Mousse" Whittaker fame.

Palace have slightly changed the format for this outing. Instead of the straight-forward combat situation from the first game, there's definitely more of a mappy-explory feel to this one. The story goes as follows: Drax, having seen defeat in the first game has fled to his secret dungeons beneath the wastelands, surrounding himself with troops and monsters and keeping a very low profile. In true avenging crusader style you have to track him down and destroy him.

The game takes place on three levels. There's the open-air wasteland section, where you are confronted with "warm-up" creatures which aren't really to threatening and you get a chance to practise your swordsmanship (you get a sword if you play Princess Mariana and an axe if you are The Barb) without too much grief. Next up – once you've found your way around the maze-like area – it's the catacomb level with moderately offensive characters which, in turn, leads to the final dungeon level where Drax's top henchmen hang out.

Getting the hang of the controls is a bit of a pain. As with all of the games of this ilk there's a whole cartload of joystick moves that you need to memorise. Even when you've mastered them, you may well find them to be a little unsatisfactory.

For example, to turn around you pull the stick straight down, but the low chop (a very useful move) is executed by a down move with the fire button depressed. As a result, in the heat of the batle you stand a good chance of mooning at the enemy rather than launching a useful attack simply because of a momentary slip off the fire button. Unfortunately the, um, flamboyant nature of the about- face means that you're defenceless for at least a couple of seconds.

The bad guys are exceptionally annoying and I felt that their frustration factor wasn't equal to their "skill". They all seem to wait until you have initiated a move, and then dodge it and attack before you can strike again. Since you can't abort a strike, this gives them a slightly unfair advantage.

The graphics are large and pretty swift on the movement front. The colours are largely unsavoury – disgusto black-on-pink for level 1 – and it's advisable to ditch them unless you've got a decent monitor.

Along the way there are various objects which will boost your energy, open secret doors etc.

You do get the impression of exploration. Making a map is pretty much essential since you may be pushed onto another screen during combat and need to find a swift route to your destination, rather than faffing around retracing your steps.

Barb II is certainly playable, though I'm not dure how much the exploration element adds to its appeal. This is the sort of game you play to vent some commuter aggression, not when you want to enter into any thought process. If you've got the first volume, you should think carefully before buying this episode■

FAX BOX

ARCADE REVIEW

BARBARIAN II *Label:* **Palace** *Author:* **Icon Design** *Price:* **£7.95** *Memory:* **48K/128K** *Joystick:* **various**

GRAPHICS	SOUND
70	50
78	70

PLAYABILITY | LAST ABILITY

Enjoyable slash-fest. Limited exploratory value

Reviewer:

OVERALL **69**

10 20 30 40 50 60 70 80 90

DOUBLE DRAGON™

THE ARCADE GAME OF THE YEAR

AVAILABLE ON:
C64 • SPECTRUM
AMSTRAD • ATARI ST
• AMIGA • IBM PC

A TRADEWEST & MELBOURNE HOUSE PRODUCTION
LICENSED FROM TECHNOS JAPAN

MELBOURNE HOUSE

Setting New Standards
IN COMPUTER SOFTWARE

2-4 Vernon Yard, Portobello Road,
London W11 2DX
Telephone 01-727 8070
Telefax 01-727 8965

GUERILLA WARS

Guerilla War is a Yee Haa blam blam blam sort of game. Loads of blasting, loads of bullets hurtling all over the place, bazookas to pick up, tanks to do damage with, no social messagfe whatsoever basically. This is probably good but I'm not sure that **Guerilla War** actually gives you anything that, say, **Commando** doesn't. It certainly isn't rubbish but original nooooooooo.

The plot – vertically scroll your way up a tropical island, avoid booby traps and zillions of enemy troops and get your two brave marines to blast your way to victory. There are five levels, and the specific objective is to destroy the stronghold at the end of the final level. Each level features a different enemy pattern and a different end of level obstacle.

It isn't just blasting (quite), there is a certain element of strategy that arises from the fact that, to begin with your grenade count is severely limited so you'd better be careful where you use them.

Totalling some enemy soldiers will reveal a bonus

weapon, bazooka or flamethrower. If you actually succeed in rescuing a hostage then aside from a general feeling of well being and achievement you'll get all your bullets and firepowere restored to maximum. Conversely killing a hostage is bad, and you'll get penalised 500 points which in my case means minus figures.

Now none of this sounds particularly original – this is because it isn't but an overly familiar gameplay can sometimes be redeemed by totally wicked programming and graphics. Oh dear . . .

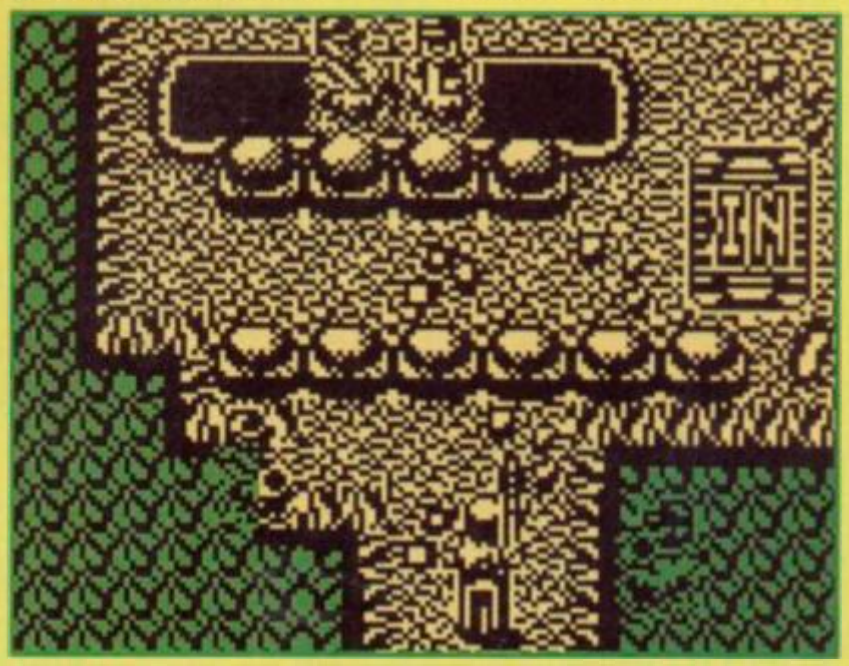
Guerilla War is programmed by Sentient Software for whom I've had a lot of respect in the past but this is pretty dire. The scrolling gives new meaning to the word 'jerkyness' and the

graphics are so badly animated, and so clumsily drawn that it is almost impossible to see what it going on to begin with – it was only on about the fifth play I even realised that I had picked up a bazooka.

The problems of attributes also create anothe big minus. Half the time you die for the simple reason that you can't see the enemy who have merged into the background – the generous might call this camouflage – me I'd call it colour clash.

There is inevitably, a tank you can get into which trundles you through large areas of jungle in a hurry but, again, it looks pretty lame. The two player version is better but that's only because two player versions of this sort of game are always better – all that buddy buddy stuff. I ended up shooting quite a few hostages merely because I couldn'r tell which was which, actually some of the time it was difficult to tell which was hostage and which was landscape feature . . .

Sound is entirely average, graphics are poor, gameplay is utterly the same as at least four or five other games and the best that you can say is that it is sort of like the Coin Op but so what. There are better games which are very similar to this already out there, some of them are on budget. This should be too■



FAX BOX

ARCADE REVIEW

GUERILLA WAR *Label:* **Imagine** *Author:* **Sentient** *Price:* **£8.95** *Memory:* **48K/128K** *Joystick:* **various**

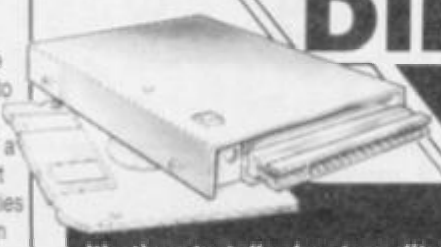
GRAPHICS	SOUND	PLAYABILITY	LAST ABILITY	OVERALL
34	65	34	23	40

Dull vertical combat affair. Poor.

Reviewer: Graham Taylor

TIME TO TALK

MGT DIRECT



It's time to talk about quality of service. Lots of companies are advertising lots of products at excellent prices. But we believe that our customers deserve more than that. We believe that you have the right to demand an honest, in-depth appraisal of a product's strengths and weaknesses before you buy. We believe you should get a description in terms that you can understand and perhaps an expert comparison with rival products. And if you decide to buy, you need to be assured of first-class service afterwards. Not just if a product is faulty, but also if you need help in installation or if you simply come up against a problem that stumps you.

At MGT we've got the time to talk to you. We only sell products that we like and use ourselves. We understand what we sell, and every one of our sales team is trained to help you, whether before you buy or after. And even if we don't know the answer to your question, or if we don't stock the product you're looking for, we'll find out about it for you.

And the time to talk can be almost any time. Our phone lines are open till 7p.m. Monday to Friday in case you want to call us after work — even after that, there's an answer-phone. Just leave a message and we'll call you back.

It's time to talk to MGT first!

The PLUS D

£52.13

+15% VAT = £59.95

MGT's premier product. The disc interface that snapshots all your cassette software to disc in seconds. The printer interface that prints out ANY screen. Simple enough for a beginner, yet state of the art for the expert user. With all the Sinclair Interface 1 facilities and commands, the PLUS D will transform your 48K, 128K or + 2 Spectrum.

DISC DRIVES

3.5", 5.25", single or dual, for Spectrum, QL, BBC, Atari, PC - you name it, we sell it! Because you're buying direct from the manufacturer, you won't find better drives at a better price! Each drive has a built-in power supply and connection cable.

DISC DRIVE	EX-VAT	VAT INCL
3.5" Single drive	£ 86.91	£ 99.95
3.5" Dual drive	£165.17	£189.95
5.25" Single drive	£130.39	£149.95
5.25" Dual drive	£217.35	£249.95
3.5" & 5.25" Multi	£199.96	£229.95

Hobbyists! Call for prices on bare drives!

SUPER SAVER PACKAGE

£121.70

+15% VAT = £139.95

The **PLUS D and 3.5" DSDD Drive.** All you need to turn your Spectrum into a powerful, modern disc-based computer! Load 48K in 3.5 Seconds and 128K in just 10 seconds "Best Buy" ... Your Sinclair. "Another Amstrad Crusher" ... Crash.

THE TWO FACE

£14.74

+15% VAT = £16.95

Another winner from MGT. A two-way connector with a switch that lets even incompatible interfaces work together! The TwoFace also has a built-in joystick interface Opus/Beta/Microdrive users can now transfer all files to PLUS D. The ultimate in Spectrum gadgetry!

MGT BRAND 3.5" DSDD DISCS

MGT Name - MGT quality, with a lifetime guarantee! Sold individually or in plastic boxes of 10 with labels.

	Ex-Vat	W/Vat
1 Disc	£ 1.47	£ 1.69
10 Discs	£13.00	£14.95
20 Discs	£24.30	£27.95
30 Discs	£33.00	£37.95

CARDEX DESK TOP PUBLISHING

£32.87

+15% VAT = £37.80

Finally, real DTP for the Spectrum! A word processor, graphics and page layout designer all in one and supplied on disc. "Worth every nickel you'll pay for them" ... Your Sinclair.

VIDI-ZX DIGITISER

£26.04

+15% VAT = £29.95

The digitizer that has the competition on their knees! Capture images from any video camera or recorder and use the PLUS D to store them to disc for editing later with the Animator 1. Has shading, high resolution and no distortion.

We also have a limited stock of the original Spectrum 128K Computer at **£84.95** and a wide range of serious and games software. Call for details.

PRINTERS

from £130.39

+15% VAT = £149.95

THIS YEAR'S CHRISTMAS PRESENT

Printers to suit every pocket and every computer — from 9-pin to laser printers, normal or wide carriage. Free connection cable with every printer sold.

The **Star LC10** in mono or colour with paper-park and font-select buttons.

The **Citizen 120D** — sold to 70% of UK schools. The new **180E** — faster printing, font select, 2 year guarantee.

Typical prices (inc. VAT)

Star LC-10	£239.95
Star LC-10 Colour	£269.95
Citizen 120D	£149.95
Citizen 180E NEW	£199.95
Citizen MSP 15E (wide carriage)	£299.00
Citizen HQP 40 (24-pin)	£499.00
Citizen Overture 110+	£1499.00

(laser printer running at 10 pages per minute = 900 CPS with 12 months on-site warranty)

Ask for our detailed brochures on these and other printers in our range.

PICK-POKE-IT

£13.00

+15% VAT = £14.95

The hacker's dream software. Break into any game and list the memory in Hex, Decimal, Ascii, or disassemble it instantly. All the PLUS D's snapshot features fully supported. Type in all the magazine pokes and even customise your own games.

POSTAGE CHARGES

Packages less than 1kg	£2.00
Standard Securicor	£4.50
Express next day delivery (subject to availability)	£12.00

THE MGT GUARANTEE

1 year full guarantee on all our products. Simple repairs procedure - you send, we fix! No-quibble full cash refund on hardware if you're not satisfied within 14 days!

Now turn to the INDUG advertisement on page ( ) for details of how to save a further 5% on any purchase from MGT. INDUG — if you're serious about your Spectrum, this is the User Group for you!

Name: _____

Address: _____

_____

Tel: _____

MGT DIRECT
Lakeside, Phoenix Way, Swansea Enterprise Park, Swansea. SA7 9EH, U.K. Telephone: (0792) 791100. Fax: (0792) 791155.

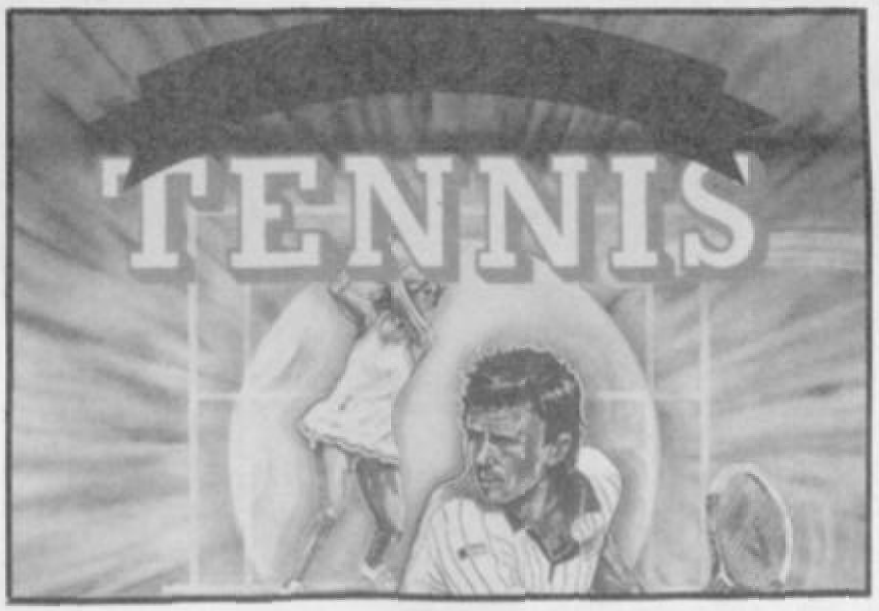
MGT
MILES GORDON TECHNOLOGY

NEWS ETC AD NAUSEUM

TRUE STORIES

BUT SOME ARE SLIGHTLY MORE TRUE THAN OTHERS PRICE: £8.70

VIRGA-TRONIC IN PC200 GAMES DELUGE SHOCK! – But where is the



Among the games shortly to appear is **Feud**, the corking fantasy wizardy quest, **Rogue** an icon-driven window-controlled fantasy quest and **World Darts**, an "arrow" slinging quest.

Also under way is **War in Middle Earth** (previewed on the Spec in Pre-

It's a little bit confusing, then, to

people could be forgiven for thinking that it wasn't available at all. Wrong. Dixons, the usual outlet for bundles of quality Amstrad gear isn't yet stocking the PC200 perhaps they feared that its £299 price point would hamper sales of more expensive, genuine IBMs.

As a result, Amstrad have bestowed

PC200 sales upon the Comet chain, so

The Kamikaze Bear Headlines

Sometimes ah don't unnerstand you hoomans. Ya git all het up over a buncha whales stuck in the ice, an' spend millions of dollars getting' them out. Then ya go an' hunt down their brothers an' sisters an' shoot 'em fulla harpoons. If you want the whales taken out, I'll do the job for ma usual fee, but what's the idea of makin' life more difficult by lettin' them get away? Just think how many eskimos we could feed.

I guess ya all know what ah want fer Chrismus. Yup, one o' them

where is the machine?

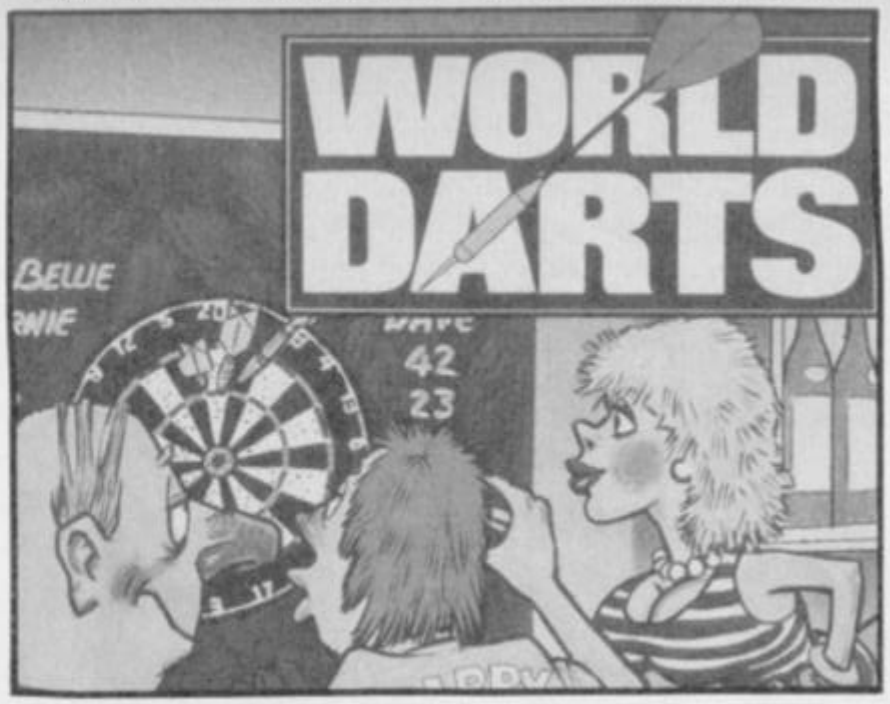
By our Conversions Correspondent

Mastertronic have just announced their first batch of software for the PC2000, long before anyone else has even considered getting any together. Of course, there is already a fair bit of PC software around, but most of it is atrociously dull accounts packages and the like.

Among the games shortly to appear is **Feud,** the corking fantasy wizardy quest, **Rogue** an icon-driven window-**Earth** (previewed on the Spec in Previews) which is the third in the series of Tolkien games.

It's a little bit confusing, then, to discover that it's pretty damned tricky to get hold of the 200 itself. Many more expensive, genuine IBMs.

As a result, Amstrad have bestowed the honour of the initially exclusive PC200 sales upon the Comet chain; so if you want one, you know where to go. The Forthcoming Mastertronic titles:



The Forthcoming Mastertronic titles:

Feud	£9.99	Pro Golf	£9.99
Ninja	£9.99	5 a Side Soccer	£9.99
Rogue	£9.99	Storm	£9.99
World Darts	£14.99	Kobyashi	£9.99
Demons Forge	£9.99	Strike	£9.99
Rasterscan	£9.99	Video Casino	£9.99
War in Middle Earth	£24.99	Pub Pool	£9.99
Grand Prix Tennis	£9.99	Squash	£9.99
Aaargh	£24.99	Prowler	£9.99
Double Dragon	£19.99	Metropolis	£19.99
Sidewinder	£9.99	Rockford	£19.99

want fer Chrismus. Yup, one o them fancy noo Sinclair PC Two Millions. Then if ah get riled, ah can jump up an' down on a computer without damagin' anythin' valuable (huh huh huh!) But seriously, if ya wanna send the ol' Bear a pressie, ah'll accept any amount of Skittles, Rowntrees Fruit Pastilles, ammunition, Megadeath CDs or model tanks. Donations to charity not accepted.

*I guess you-all will be wantin' to know about the noo face on the team. No, Jim hasn't had a head transplant; we've done a deal an' traded in Tamara (1967, chipped paintwork, big end gone) for Alison, a brand spankin' noo production editor with sunroof, metallic paint an' foglamps. Alison likes dancin' all night, drivin' around like a loon an' doin' cartwheels (not all at the same time). When she's settled in we'll let her do a few reviews. Until then, I gotta be on ma best behaviour in case all the swearin', shoutin' an' blasphemin' offends her delicate earholes. I dunno what we're goin' to do about **HER** swearin', shoutin' an' blasphemin'. Guess we'll just hafta live with it, huh.*

PLUCKY PUGILIST IN PR PALAVER

By our Ringside Correspondent

Now that the Alligata label has been acquired by Superior Software, a new age of dynamic marketing is beginning for the long-established company. In the case of the novel boxing simulation By Fair Means or Foul **reviewed elsewhere in this issue – they've dug up has-been boxer Barry McGuigan.**

Here's Barry with **BFMOF** programmer Michael Simpson. Suggested captions include; "Call me a leprechaun again and you'll get a punch in the head"; "No Barry, look at the little men on the television"; and "Turn it over to Playschool now or oi'll smash yer teeth in."

Any other suggestions, send them to Barry, not to us.

MEGATAPE IN "NOT-WORKING" SHOCK

By our Correspondent

Rumour – and a barrage of telephone calls to EMAP Towers – indicates that a small number of our Megatape 9s, featuring the marvellous Operation Wolf **demo, were badly duplicated. As always, with the thousands we produce each month, it's inevitable that there are a few duff ones. Our apologies to anyone with problems.**

If your **Operation Wolf** demo doesn't (demo, that is), try this procedure;

1) Make sure that the Spectrum is in 48K mode
2) Unplug any joystick or other interfaces you may have connected to the Spectrum
3) Try cleaning the heads on your tape recorder, or loading with a different volume.

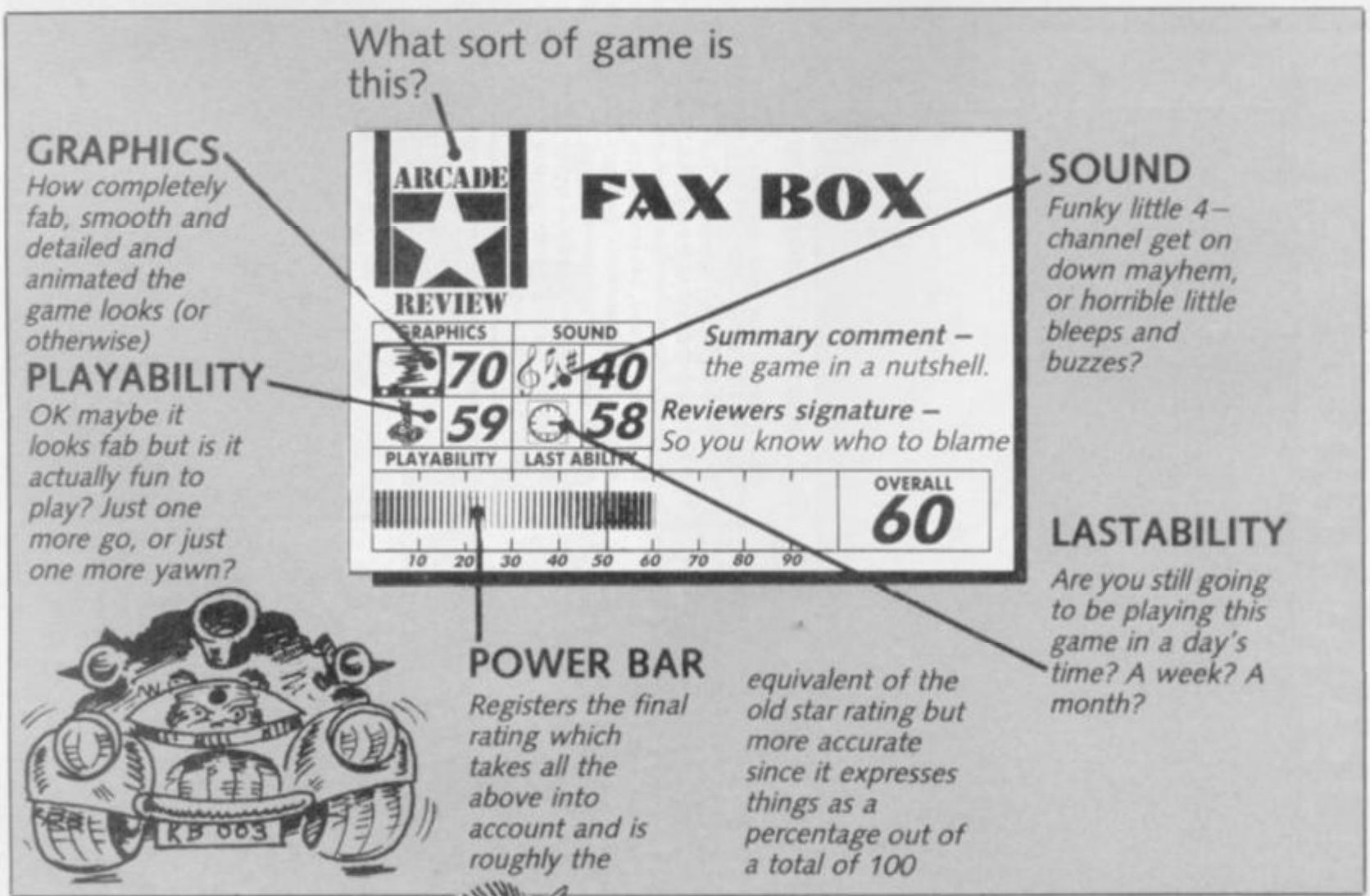
If none of this works, we'll be happy to replace your tape. Send it to us in a strong envelope marked "GRRR! My MEGATAPE 9 doesn't work!", Sinclair User, Priory Court, 30-32 Farringdon Lane, London EC1R 5AU. Don't forget to include your name and address. We have plenty of perfectly happy Megatape 9s here, and we'll send one to you before you can say Bernard Manning.

OOOER!

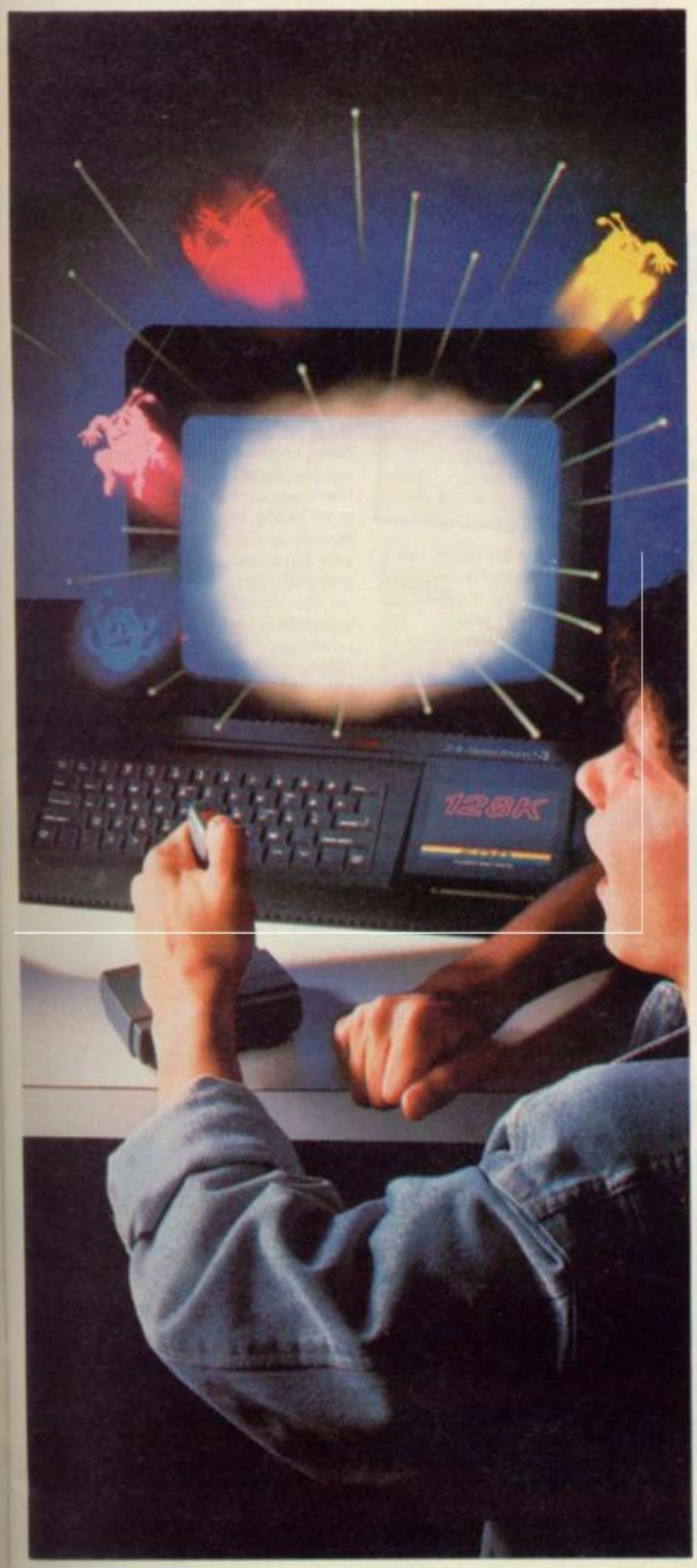
WHAT'S THIS NEW RATINGS BUSINESS?

OK we give in. The one thing you said you didn't like about SU was our rating system. "Not enough information," you said. So over the past few months in our secret laboratories we've been hatching a totally new system! You liked the Fax Box – we've kept it. You wanted a rating for Graphics and Sound separately – you've got it. You wanted a rating for Playability – check it out. You wanted some idea about 'long term interest' we've called it 'Lastability'. You wanted percentage ratings – you've get 'em and a short overall summary which is the definitive final statement of our opinion of the game.

N.B. Don't try and work out the final rating from adding up the others and dividing by four – it won't work like that – after all we wouldn't want a game to get a naff rating just because, say, the sound was poor, if sound wasn't really an important feature■


What sort of game is this?
GRAPHICS
How completely fab, smooth and detailed and animated the game looks (or otherwise)
PLAYABILITY
OK maybe it looks fab but is it actually fun to play? Just one more go, or just one more yawn?
ARCADE REVIEW
FAX BOX
GRAPHICS
SOUND
70
40
59
58
PLAYABILITY
LAST ABILITY
OVERALL
60
10 20 30 40 50 60 70 80 90
Summary comment – the game in a nutshell.
Reviewers signature – So you know who to blame
SOUND
Funky little 4–channel get on down mayhem, or horrible little bleeps and buzzes?
LASTABILITY
Are you still going to be playing this game in a day's time? A week? A month?
POWER BAR
Registers the final rating which takes all the above into account and is roughly the equivalent of the old star rating but more accurate since it expresses things as a percentage out of a total of 100
KB 003

BE WHO YOU WANT TO BE.



WITH A SINCLAIR ZX SPECTRUM YOU CAN AFFORD TO LET YOUR IMAGINATION RUN WILD.

While you're a daring motorbike rider or the all-conquering intergalactic warrior, you're gaining priceless experience in handling computers.

ZX SPECTRUM+3. £199

Loading games is quick and easy with the built-in disk-drive. You'll be in the thick of the action in seconds. And the fantastic 128K memory gives you the power to outsmart the most sophisticated enemy.

Get to grips with the latest high-tech graphics on the multitude of games available (six of which come free). There's also a free joystick to give you ultimate control. And at only £199, you're bound to save the earth.

ZX SPECTRUM+2. £139

The amazing ZX Spectrum +2 has a built-in datacorder – to save you the bother of tape recorders and leads. The advanced 128K memory helps you get the most from the hundreds of games available.

Every model comes complete with six free games to start you off, and a free joystick to really get you into the action.

With the advanced Sinclair technology you can afford to let your imagination go wild. Because at £139, only your enemies pay heavily.

Available at participating branches of: Allders, Clydesdale, Comet, CO-OP/CRS, Currys, Dixons, Gateway Superstores, Hughes TV & Video, JLP, Laskys, Peter B Ledbury, John Menzies, R.V.S. Ltd, Tandy, and all good stockists.

R.R.P. Prices (inc. VAT) correct at 1.9.88. Prices subject to change without prior notice. Products subject to availability. All software subject to licence. Sinclair is the registered Trademark and ZX Spectrum +2/+3 the Trademarks of Amstrad plc. © 1988 Amstrad plc. All rights reserved.

sinclair

Please tell me more about the SINCLAIR ZX Spectrum Range SCU2

Name_____

Address_____

I already own a Sinclair YES/NO_____

Amstrad plc, Brentwood House, 169 Kings Road, Brentwood, Essex CM14 4EF. Tel: (0277) 230222.

A-I-R-B-O-R-N-E

Tora Tora Tora! Scream and die, right-wing imperialists running dog lackeys of the bourgeoise capitalists! Wait a minute, that was the start of my review of **Fernandez Must Die** making an unscheduled reappearance. Well, if software companies can churn out the same ideas over and over again, why can't reviewers?

Airborne Ranger is not exactly what you'd expect from Microprose, who is famous for extremely detailed and authentic simulations of helicopters, and games with vast manuals **Airborne Ranger**, though, is little more than a complex version of **Commando**, with a series of different missions and types of weapon to make it play a bit more like a serious simulation. Having said that, I'm not saying it's BAD as such. All the detail and background is quite exciting.

There are 12 missions to complete, ranging from sabotaging enemy bases, to blowing up planes, to kidnapping enemy officers. There are different types of terrain – temperate, tropical, arctic and so forth – and many different types of ground features including pillboxes, trenches, barbed wire, landing fields, communication bases and the like.

Your first task is to select your control method, then load up one of the 12 missions from tape. After studying the mission instructions, which you must follow closely to complete the level, you are shown a scrolling map of the landscape as your supply plane flies down it. You can drop two supply pods at any position on the map, then, on the signal, parachute yourself into a safe landing position. The screen then changes to the main combat routine.

Your little hero makes his way around the screen, which

TOTAL

An ancient curse, an imminent eclipse, giant pyramids, secret panels, a hidden shrine, poison darts, pressure pads, treasure chests, trip wires and mysterious mummies, all in glorious FREESCAPE Solid 3D. Set under the burning Sun. TOTAL ECLIPSE is the BIGGEST and GREATEST FREESCAPE experience yet!

BY MAJOR DEVELOPMENTS

scrolls in all eight directions. To the left is shown your fatigue rating, number of wounds and amount of first aid in your pack, along with the time remaining for the mission. In the right is your weapons supply, and currently selected weapon. Using the number keys (and keyboard overlay supplied) you can select weapons including time bombs with three different lengths of fuses, grenades, knives, rockets, or your trusty carbine. Your aim is shown by a small cursor in front of you, but in the absence of decent sound effects or clear explosion graphics, it's difficult to tell what you shot, and what is still a threat. Dangers include enemy troops who trot towards you firing wildly, machne guns mounted in pillboxes, and landmines.

By picking up your supply pods you can restore your first aid status and ammo supplies. You can also choose to crawl along (slow but safe), walk (more risky, but restores your energy) or run (fast, but saps energy). Graphically fair, reasonably complex but rather difficult to control, **Airborne Ranger** falls a bit uneasily between simulation and arcade game. See before you buy■

R-A-N-G-E-R

ECLIPSE

FREESCAPE™ SOLID 3D

SPECTRUM £9·95 +3 DISC £14·95

COMMODORE 64 £9·95 C64 DISC £12·95

AMSTRAD CPC £9·95 CPC DISC £14·95

incentive SOFTWARE LTD ZEPHYR ONE, CALLEVA PARK, ALDERMASTON, BERKSHIRE RG7 4QW. TELEPHONE: (07356) 77288.

J.R.R. tolkien's

WAR IN MIDDLE EARTH

an interactive experience in tolkien's trilogy

Available on:-

ATARI ST · AMIGA · C64 ·

IBM PC · APPLE II GS ·

AMSTRAD · SPECTRUM ·

MELBOURNE HOUSE

Setting New Standards
IN · COMPUTER · SOFTWARE

DISTRIBUTED BY MELBOURNE HOUSE
2-4 Vernon Yard, 119 Portobello Road, London W11 2DX · Telephone 01-727 8070 · Telefax 01-727 8965

COMPETITION

WIN A REAL PYRAMID!

Have you ever wondered about the mysteries of the Pyramids? Ever pondered the brilliance of their geometry, the enormity of their perfection? Well all right, the chances are pretty slim, but despite that, you have to admit that they're pretty spookful items.

Grand Slam certainly think so, since they've just released Power Pyramids (reviewed this ish). And now it's your chance to get to grips with a real pyramid of your very own.

Just take a look at these beauties. Yes. They're not only pyramids in the classic style (three sides) but they also tell you the time in mystical Egyptian format.

And they can be yours if you answer the simple questions below and send the coupon off to the address shown.

But that's not all! Even if you're not one of the lucky FIVE who wins a clock, you might well be among the ten people who pick up fantastic Grand Slam Money Off Vouchers, each of which will entitle you to £5 off any Grand Slam game.

THE QUESTIONS:

1) Which film starring Arnold Schwarzenegger and rhyming with "Sunning Dan" has Grand Slam recently picked up for conversion?
2) Name the 70's TV show starring lots of puppets which is about to receive the same treatment.
3) Pyramids are constructed from: (a) squares (b) shredded wheat (c) stones.

THE COUPON:

Snip it out and send it to "Mind that curse", Sinclair User, 14 Holkham Road, Orton, Peterborough PE2 0UF.

Name .....

Address .....

.....

1) .....

2) .....

3) a[ ] b[ ] c[ ]

Castle Computers

DEPT SU 6
CASTLE HOUSE
11 NEWCASTLE STREET
BURSLEM
STOKE ON TRENT
TEL: 0782 575043

NOW TAKEN

SALE

Action Force 1	3.00
Ace of Aces	2.50
Alien Syndrome	6.00
Astro Clone	1.00
Aufweidersehen Monty	2.50
Armagedon Man	2.00
Action Force II	6.00
After Burner	7.00
Alternative World Games	6.00
The Big Sleaze	2.00
Book of the Dead	2.00
Black Lamp	3.00
Buggy Boy	5.00
Bionic Commando	6.50
Brave Star	3.00
Barbarian (Phsynosis)	6.50
Barbarian II	6.50
Big Trouble in Little China	2.00
Champ Baseball	2.00
Basil Mouse Detective	2.00
Clever and Smart	2.00
Colour of Magic	1.50
Cholo	2.00
Centurions	1.50
Captain America	2.00
Challenge of Gobots	1.50
Cosmic Shock Absorber	75p
Crosswize	2.50
Dark Sceptre	3.00
Dragons Lair	2.00

SALE

Desolator	6.00
Druid	2.00
Dandy	1.00
Enigma Force	1.00
Druid II	2.00
Empire Strikes Back	6.50
Doc the Destroyer	1.50
Eye	3.00
Extractor	2.00
Flunky	1.50
Grid Iron	2.00
Go to Hell	1.50
Gunslinger	2.00
Grange Hill	2.00
Gauntlet	2.50
Gold, Silver, Bronze	11.00
Greyfell	1.00
Gryzor	3.00
Galactic Games	2.00
Gothic	3.00
Hysteria	3.00
Glider Rider	1.75
Heartland	2.00
Hive	1.00
Hard Ball	3.00
Intensity	5.50
Impossiball	1.50
Impact	2.50
I of the Mask	1.00
Indoor Soccer	1.78

SALE

Impossible Mission	6.00
Indoor Sports	2.50
IK+	3.00
Ikari Warriors	5.50
Jailbreak	2.50
Knuckle Busters	1.00
Knightmare	3.00
Lazer Tag	3.00
Leviathan	2.00
Last Mission	2.50
Loads of Midnight	2.00
Last Mohican	2.00
Mean Streak	3.00
Mask	2.50
Moonstrike	2.00
Mermaid Madness	1.00
Magnetron	2.50
Matchday II	5.00
Mag Max	2.00
Mystery of the Nile	2.00
Mercenary Compendium	6.00
Ninja Hamster	2.00
Nemesis Final Challenge	2.50
Netherearth	2.00
New Wave IQ	1.00
Nightraider	7.50
Nigel Mansells Grand Prix	7.00
Oink	2.00
Overlander	5.50
Outcast	1.50

SALE

Out of this World	1.00
Psycho Soldier	2.50
Prodigy	2.50
PHM Pegasus	7.00
Platoon	6.50
Pulsator	75p
President	2.50
Phantom Club	2.00
Peter Beardsleys Soccer	6.50
Quartet	2.50
19 Boot Camp	6.50
Yogi Bear	1.50
Red LED	1.50
Fat Worm Blows a Sparky	1.50
Rampage	3.00
Ramparts	1.00
Rebel	2.00
Road Runner	3.00
Rygar	3.00
Rastan	5.00
Road Blasters	6.00
Rescue Fractulis	1.00
Super Cycle	1.50
Salamander (Ocean)	5.00
Sidewize	2.00
720°	6.50
Silent Service	6.50
Super Sprint	2.00
Space Shuttle	1.00
Skateball	6.50

SALE

Shadow Skimmer	2.00
Twister	1.00
Thanatos	1.50
Tempest	1.00
Thing Bounces Back	2.50
The Train	7.00
Survivor	2.00
Samurai Warrior	5.50
Slane	2.00
Sidewalk	2.00
Sentinal	2.50
Starfox	2.00
SAS Operation Thunderflash	2.00
Star Raiders II	2.00
Starglider	4.00
Street Fighter	6.00
Tetris	3.00
Trantor	3.00
View to a Kill	1.75
Savage	6.00
Virus	5.00
Wonder Boy	6.00
World Class Leaderboard	6.50
Wolf Man	3.00
Winter Olympiad 88	3.00
Wizz	1.50
William Wobbler	1.00
XOR Games Designer	4.00
XARQ	1.00
Yie ar Kung Fu II	2.00

PAY THAT LITTLE EXTRA FOR A FAR BETTER SERVICE. P&P UNDE
ALL ORDERS SENT 1st CLASS POST. DON'T GET RIPPED

PLEASE STATE SPE M

SALE

Xecutor	2.00
Zenji	1.00
Yes Prime Minister	2.50
Enduro Racer	3.00
Yetti	3.00
Karnov	3.00
Teledon	3.00
Evening Star	5.00
Flintstones	6.00
Dark Side	7.00
Last Ninja II	8.00
Pac Land	6.50
1943	6.50
Operation Wolf	6.00
Tracksuit Manager	6.00
Football Manager II	6.50
Pac Mania	6.50
D Thomsons Ol Chall	6.50
G.I. Hero	5.50
Fox Fights Back	6.50
Vindicator	5.00
Mickey Mouse	6.00
Target Renegade	5.50
Skate Crazy	5.50
Heros of the Lance	7.00
Black Tiger	6.50
Bards Tale	7.00
Marauder	5.75
Cybernoid II	5.75
Gunship	6.50

SALE

ALL STRATEGY GAMES NOW REDUCED

Red Coats	3.00
Death in the Snow	3.00
Death in Russia	3.00
Waterloo	3.75
Austerlipz	3.75
Guadal Canal	3.00
High Frontier	3.00
Yankie	6.50
Pegasus Bridge	6.00
Bismark	6.50
Zulu Wars	6.50
Blitz Krieg	6.50
Napolean at War	6.50
Galipoli	6.50
World War 1	5.00
Arnhem	6.50
Vulcan	6.50
Desert Rats	6.50
Stalingrad	6.50
Nihilist	2.00
Overlords (Lothionen)	3.00
Overlord	6.50
Annals of Rome	6.00
Battlefield Germany	6.00
Theatre Europe	3.75
Tobruk	5.00
Conflicts I	5.00
Conflicts II	4.00

SALE

SPECTRUM SPECIAL OFFERS

Typhoon	5.50
After Burner	7.50
R-Type	7.50
Lazer Squad	7.00
Empire Strikes Back	6.50
Dynamic Duo	5.50
Exploding Fist +	5.50
Carrier Command	9.99
Intensity	5.50
Savage	6.50
Soldier of Fortune	5.50
Tiger Road	6.50
Total Eclipse	7.50
Sound Master	7.90
Uridium	2.50
Light Force	2.50
Beyond the Ice Palace	5.00
Hopping Mad	5.00
Strip Poker II +	5.50
Psycho Pigs UXB	7.00
Thunder Blade	7.00
Echelon	7.00
4 x 4 Road Racing	7.00
Street Sports Soccer	7.00
Dragon Ninja	6.50
Victory Road	5.00
Guerilla Wars	6.50
Rambo III	6.50

Game Set and Match II 9.50

SALE

Batman II	6.50
Robo Cop	6.50
Untouchables	6.50
Fernandez Must Die	6.50
Super Hang On	6.00
Motor Massacre	6.00
Techno Cop	6.00
Dark Fusion	6.25
Butcher Hill	6.25
Artura	6.25
Game Over II	6.75
Metaflex	6.50
The Games Winter Edition	9.95
T-Wrecks	5.75
Cybernoid II	6.00
Out Run	7.00
Combat School	5.00
Crazy Carz	6.00
Bobby Yaz	6.00
Mad Mix	7.00
Rex	7.00
Roy of the Rovers	6.00
Super Sports	6.00
Fire and Forget	6.50
Lancelot	9.99
LED Storm	7.00
Airborne Ranger	7.00
Terrorpods	6.50
Power Pyramids	5.50
Espionage	6.50

SALE

JOYSTICKS

COMP PRO 5000 BLACK
RRP £14.95
OUR PRICE £10.50

COMP PRO 5000 CLEAR
RRP £15.95
OUR PRICE £11.50

BE QUICK! THESE WON'T LAST LONG

LAST NINJA 2 £7.99

OOPS	£6.50
SUPER CYCLE	£1.50
RAMPARTS	£1.00
STAR GLIDER	£4.00
THANATOS	£1.50

Castle Computers

DEPT SU 6
CASTLE HOUSE
11 NEWCASTLE STREET
BURSLEM
STOKE ON TRENT
TEL: 0782 575043

NOW TAKEN

SALE | SALE | SALE | SALE | SALE

THUNDER BLADE
(from US GOLD)

"SPECIAL CHRISTMAS PRESENT" PRICE

ONLY 5.50

WILL THIS BE THE CHRISTMAS NUMBER 1?
DOUBLE DRAGON

Everybody's favourite

ONLY £5.50

SIX PACK VOL 3
Ghosts and Goblins, Living Daylights, Paperboy, Dragons Lair, Escape Singers Castle, Enduro Racer.
WOW MEGA GAME ALL 6
FOR ONLY £6.99

COIN OP CONNECTION
Breakthrough, Express Raider, Metro Cross, Crystal Castles
FOR ONLY £2.99

WE ARE THE CHAMPIONS
Int Karate +, Renegade, Rampage, Barbarians, Super Sprint
SPECIAL PRICE £6.99

128K GAMES

Advanced Art Studio	16.95
The Pawn	10.95
Elite	7.50
Ghost Busters	2.99
Little Computer People	5.95
Ball Blazer	1.95
Spitfire 40	4.95
Hacker	2.99
Bedlam	3.95
Desert Rats	6.99
Barry McGuigan	2.99
Where Time Stood Still	5.50

SUMMERTIME SPECIALS
World Class Leaderboard, Solomon's Key, Captain America, Bravstarr, Trantor, Rygar
VERY SPECIAL PRICE £8.50

PLAY IT AGAIN
10th Frame, Metrocross, Supercycle, Leaderboard, Express Raider, Impossible Mission, Leaderboard Tourn
AT ONLY £4.95

10 GREAT GAMES VOL 2
Aufweidersehen Monty, Mask, Death Wish 3, Jack the Nipper 2, Samurai Trilogy, Convoy Raider, Basil the Great Mouse Detective, Thing Bounces Back, The Final Matrix, The Duck
£6.99

SUMMER GOLD
10th Frame, Rebel Planet, Dambusters, Bruce Lee, Beachhead 2, Impossible Miss
FOR ONLY £3.99

GAME, SET AND MATCH II
Match Day II, Ian Bothams Test Match, Basket Master, Track and Field, Super Hang-On, Superbowl, Winter Olympiad, '88 Steve Davis Snooker, Nick Faldo Plays the Open
FOR ONLY £8.95

SPECTRUM COMPILATIONS
SOLID GOLD
Gauntlet, Ace of Aces, Leaderboard, Winter Games, Infiltrator
POCKET MONEY PRICE £5.00

TAITO COIN OPS HITS
Renegade, Arkenoid, Flying Shark, Rastan, Arkenoid II, Bubble Bobble, Legend of Kage, Slap Fight
WOW! MEGA PRICE! £8.95

THE PRESTIGE COLLECTION
Eidolon, Rescue on Fractulus, Ball Blazer, Koronis Rift
NOW ONLY £3.95

ARCADE ALLEY
Express Raider, Kung Fu Master, Breakthru, Koronis Rift
4 CLASSICS FOR £3.99

COMPENDIUM
Shove a Sledge, Tiddly Drinks, Ludo, Snakes and Hazards
ON OFFER AT £2.99

NOW REDUCED TO £1.70

IMPOSSIBLE MISSION, BATTLE SHIPS, HOLLYWOOD POKER, AIRWOLF, POGO STICK, OLYMPICS, BOMBJACK, EUROPEAN 5-A-SIDE, GHOSTBUSTERS, JOE BLADE, STUNTFIGHT, SIMULATOR, BEACH BUGGY, LIVING DAYLIGHTS, LEAGUE CHALLENGE, HOPPER CHOPPER, JOE BLADE II, SKOOL DAZE, BOARD SIMULATOR, PRO SKI SIMULATOR, END ZONE, 180 DARTS, F.A. CUP FOOTBALL, RIGELS REVENGE, EXPLODING FIST XEVIOUS, BUTCH HARD GUY, RALLEY DRIVE BMX KIDZ, LIGHTNING SIMULATOR

£5.00 IS 50p, OVER £5.00 IS FREE. OVERSEAS £2.00 PER TAPE.
OFF THIS CHRISTMAS COME TO THE PROFESSIONALS

WHEN ORDERING

SALE | SALE | SALE | SALE | SALE

Many thanks to all the people who have ordered from us in the past to make us the largest mail order company in Europe. We would like to take this opportunity to tell you we have extended out Computer System to improve our service even more over the Christmas period. So you may rest assured that your order will be dealt with quickly and efficiently and that you will receive the software that you have ordered in good time. Leave it to the professionals not the cowboys. Use Castle Computers for all your software requirements.

6 PACK HIT PACK
Into Eagles Nest, Batty Ace, Shockway Rider, Light force, Inter Karate
ALL SIX GAMES £4.00

KNIGHT ORC
A Kind of Magic, Loosed Orc, Hordes of the Mountain King
RRP £14.95 OUR PRICE £6.95

TRIO HIT PACK
Great Gurianos, Airwolf 2, 3 DC
RRP £9.95 OUR PRICE £3.50

SUPREME CHALLENGE
Ace 2, Elite, Starglider, Tetris, Sentinal
ONE OF OUR FAVOURITES £9.00

UNBELIEVABLE ULTIMATE
Trans Am, Lunar Jet Man, Jet Pack,
Pssst
OUR PRICE £2.00

NAME.....

ADDRESS .....

.....

.....

AGE.....

Titles of games .....

.....

.....

Amount.....Total.....Computer Type.....

£1·50 OFF

SU SMASH OFFER

REX

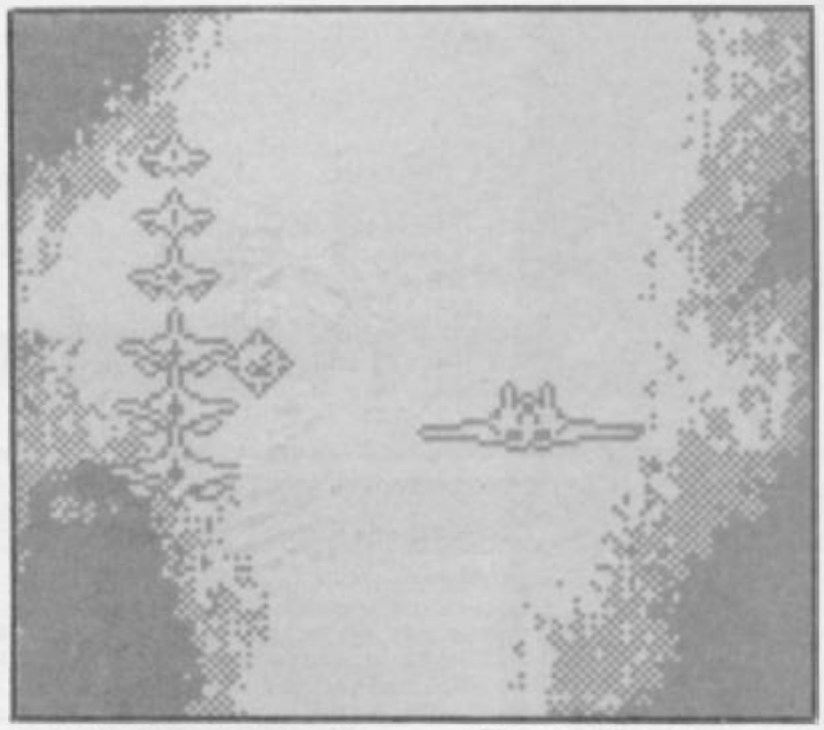
Send coupon (and your name and address) to: Rex Smash Offer, Martech House, Bay Terrace, Pevensey Bay, Sussex BN24 6EF, along with a cheque/postal order for £7.49 made payable to: Software Communications Ltd. Offer closes December 30th.

REX

Four foot tall and smelling of a sewage pipe, Rex is not exactly the sort of person you take home to meet your parents. He's smelly and uncultured and will kill you without batting an eyelid (sounds like Jenkins – GT). If, however, you want to clean up the galaxy, he's your boy. Ruthless, loyal to cash alone and bred for fighting. What a boy.

And you can have Rex, in your home, for an extremely unmercenary price of just £7.49 thanks to an intergalactically shifty deal between us and Martech.

It's reviewed this month (page 58 to be precise) but just so you get an idea what it's all about, I'll outline the plot. Humans have been a right dodgy lot by the alien races and Rex has been hired to wipe out the last human strong hold, the tower of Zenith. He wanders around hundreds of caverns in search of more and more powerful weapons. On the way, he has to blast away armies of human stormtroopers in an astoundingly graphic fashion.



The graphics are probably the most detailed and ultra-violent to appear on the Spectrum for ages. It's brilliant, and we think you should be shot in the head if you don't order one.

SMASH OFFER

£1·50 OFF

SU SMASH OFFER

TYPHOON

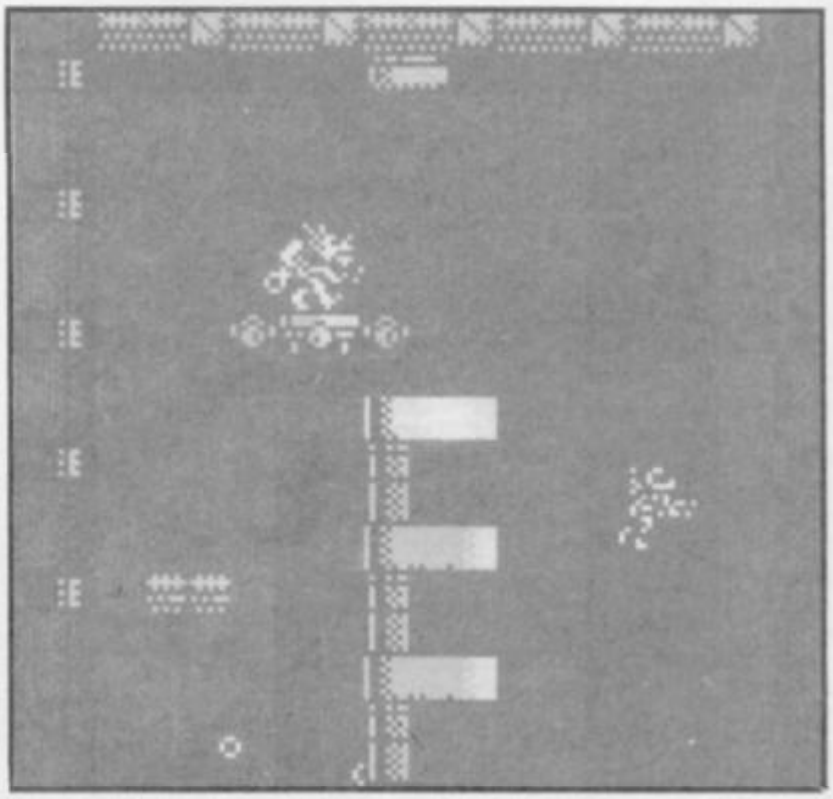
Send coupon (and your name and address) to: Typhoon Smash Offer, Ocean Software, 6 Central Street, Manchester M2 5NS, with a cheque/postal order for £6.45 payable to Ocean Software Ltd. Offer closes December 30th.

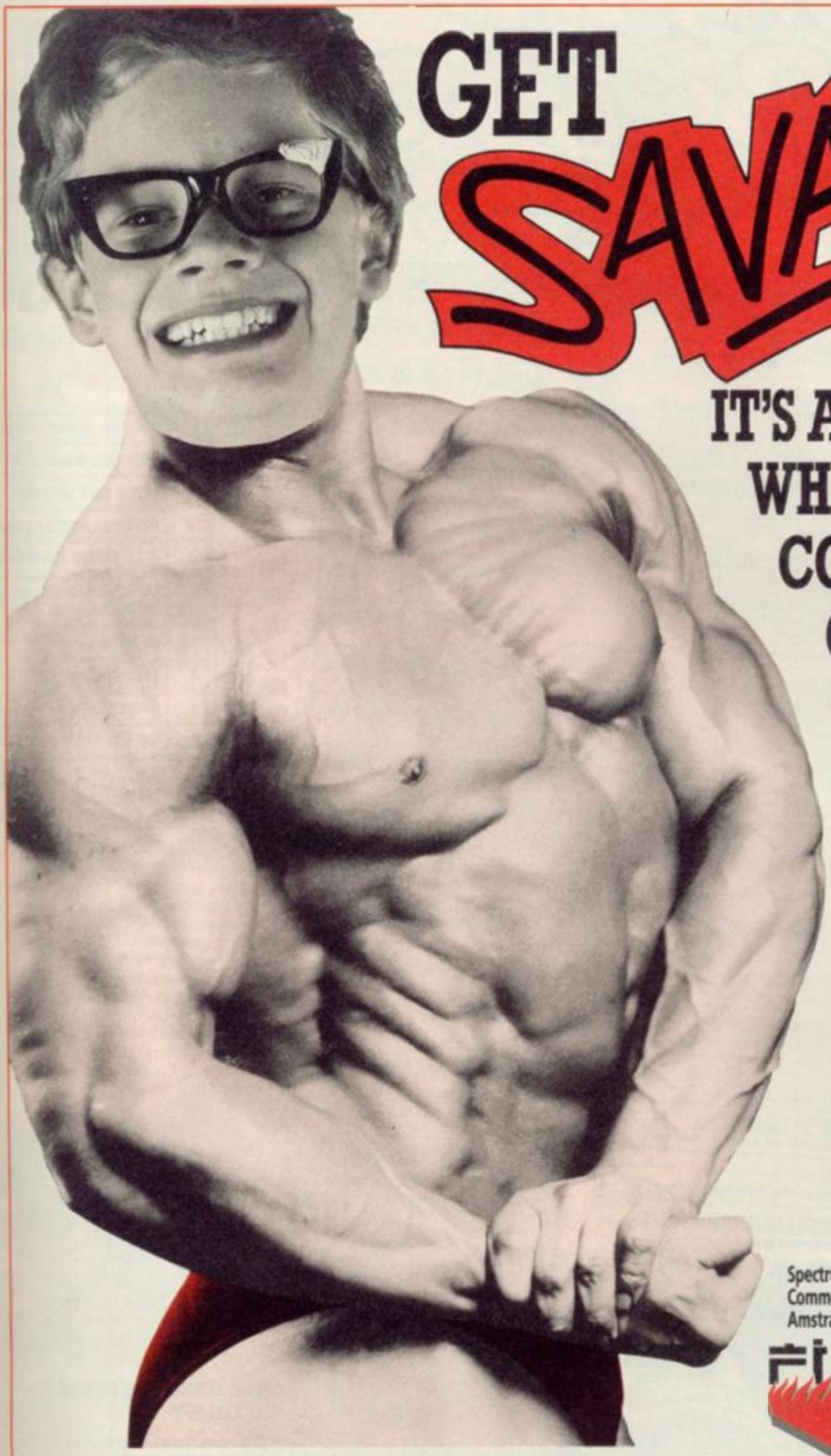
TYPHOON

Are you the kind of psycho who likes whooshing around like an utter maniac in aeroplanes and helicopters, bombing everything in sight, mashing up the baddies and generally reeking mega havoc . . . ? You are – then you'll just pass out on the carpet with excitement if you manage to get your sweaty mitts on the rather wonderful Typhoon.

We at SU being an incredibly lovely, lovely bunch of immortals are willing to help you in your quest to get hold of this Konami combat arcade game by offering a whole £1.50 (waoooo – all the SU staff) off with one of our really groovy (man) Smash Coupons.

A review of Typhoon by yummy squidgy Tony Dillon appears in this ish and pretty damn def (that means good to you lot) he thinks it is too. It would usually cost a massive £7.95 and we're being generous enough to let you have it for only £6.45. Now all we want to know is what are you sitting reading this for when you should be ruddy well sending off your coupon – stop faffing about and get on with it – NOW.





GET SAVAGE

IT'S AMAZING WHAT A REAL COMPUTER GAME CAN DO.

Amstrad screen shots

Spectrum cassette £8.99
Commodore 64 cassette £9.99, disc £12.99
Amstrad cassette £8.99, disc £14.99

FIREBIRD

A LEGEND IN GAMES SOFTWARE

Telecomsoft, First Floor, 64-76 New Oxford St, London WC1A 1PS.

Firebird and Firebird Logo are trademarks of British Telecommunications PLC.

SEE US ON STAND 3447 AT THE P.C. SHOW, EARLS COURT, 14-18 SEPT.

FULL PRICE 20

SINCLAIR User

COMPILED FOR SINCLAIR USER BY GALLUP

1	(13)	**DALEY THOMPSON'S OLYMPIC CHALLENGE** Graphically impressive but slightly samey sports sim	OCEAN *£9.95*	85%
2	(1)	**FOOTBALL MANAGER 2** An improvement on the legendary game, plays brilliantly	ADDICTIVE *£9.99*	94%
3	(5)	**TRACK SUIT MANAGER** The managerial game your Speccy has been waiting for	GOLIATH *£9.95*	63%
4	*(2)*	**ROAD BLASTERS** Nice-looking coin-op conversion with both racing and shooting	US GOLD *£8.99*	81%
5	*NEW!*	**PETER BEARDSLEY'S FOOTBALL** This is so new we haven't reviewed it yet	GRAND SLAM *£8.95*	??%
6	(6)	**OUTRUN** As close to the original as anyone could expect	SEGA US GOLD *£8.99*	80%
7	(3)	**TARGET RENEGADE** Fast, exciting and terribly wince making. Top notch	IMAGINE *£7.95*	92%
8	*NEW!*	**OVERLANDER** Exciting and enjoyable racey-shooty epic not unlike a certain coin-op	ELITE *£7.99*	81%
9	(7)	**WE ARE THE CHAMPIONS** Excellent selection of surprisingly recent hits	OCEAN *£9.99*	90%
10	(10)	**STREET FIGHTER** Thoroughly impressive combat game, knocks Renegade for six	CAPCOM-GO! *£8.99*	100%
11	(16)	**BARD'S TALE** Complex but repetitive adventure	ELECTRONIC ARTS *£8.95*	89%
12	(RE)	**NIGHT RAIDER** Great WW2 action sim. A lot of fun, and will appeal to a wide audience	GREMLIN GRAPHICS *£9.99*	73%
13	(17)	**BUGGY BOY** Graphically excellent, but lacks excitement sometimes	ELITE *£7.95*	80%
14	*NEW*	**GOLD SILVER AND BRONZE** Fab sports sim compilation. Many faves. Pricey.	US GOLD *£14.99*	70%
15	(9)	**BIONIC COMMANDO** Acceptable, though unexciting conversion	CAPCOM-GO! *£8.99*	70%
16	(8)	**EMPIRE STRIKES BACK** Reasonable conversion of the ageing coin-op	DOMARK *£9.95*	79%
17	*NEW!*	**19 PART I** Fine Vietnam-based Combat School-alike	CASCADE *£9.99*	80%
18	(4)	**WHERE TIME STOOD STILL** Spectacular and enjoyable 3-D arcade adventure	OCEAN *£7.95*	96%
19	*NEW!*	**VINDICATOR** Disappointing sequel to one of the best games of last year	OCEAN *£7.95*	62%
20	(15)	**NIGEL MANSELL'S GRAND PRIX** Graphically superb but not especially exciting	MARTECH *£9.99*	70%

1	DALEY'S OLYMPIC OCEAN
2	FOOTBALL MANAGER II
3	TRACK SUIT MANAGER
4	PETER BEARDSLEY'S FOOTB
5	GOLD SILVER AND BRONZE

1	ROAD BLASTERS
2	OUT RUN
3	TARGET RENEGADE
4	OVERLANDER
5	WE ARE THE CHAMPIONS

CHART COMMENT – FULL PRICE

A few mild shocks this month. Daley Thompson is a bit of a surprise for the top slot given the lad's poor showing in the Olympics. Bard's Tale is doing about twenty times better than any adventury thing in recent history. Road Blasters drops a couple and Overlander hurtles in at No 8. About this only the brave will comment . . . Good to see a high showing for Grand Slam's Peter Beardsley's Football but could we have a copy please?

CHART COMMENT – BUDGET

Wooooomph! Bomb Jack at No 1 reveals itself as the perfect budget game we always thought it was, Gauntlet is an absolute bargain on budget – you think so too since it's No 3. Only On the Bench from Cult at No 2 proves you don't always listen to what we tell you . . .

SU CHARTS

BUDGET 10

SIMULATION

- CHALLENGE
- ADDICTIVE
- GOLIATH
- GRAND SLAM
- US GOLD

ARCADE

- US GOLD
- SEGA US GOLD
- IMAGINE
- ELITE
- OCEAN

1	*NEW!*	**BOMB JACK** Action packed coin-op conv – good value	ENCORE *£1.99* 70%
2	*NEW!*	**ON THE BENCH** Sub-standard football sim – leave well alone	CULT *£1.99* 23%
3	*NEW!*	**GAUNTLET** Fantastic coin-op – fantastic conversion!	KIXX *£2.99* 85%
4	*(6)*	**ACE** High quality combat flight simulation	CASCADE *£2.99* 78%
5	(5)	**BATTLESHIPS** Good fun, but more fun with pencil and paper	ENCORE *£1.99* 69%
6	(9)	**YOGI BEAR** Cutesey-wootsey Piranha re-release	ALTERNATIVE *£1.99* 70%
7	*NEW!*	**SKOOLDAZE** Zany classroom fun - worth a look	ALTERNATIVE *£1.99* 64%
8	(7)	**FRANK BRUNO'S BOXING** One of the best beat-'em-ups of all time	ENCORE *£1.99* 82%
9	(1)	**EUROPEAN FIVE A SIDE** Good, but not as good as it could have been	FIREBIRD *£1.99* 70%
10	(2)	**AIRWOLF** Re-release of a fiendishly difficult arcade adventure	ENCORE *£1.99* 79%

HOT FULL PRICE

Difficult to predict on Full Price this month – the Christmas megagames are getting closer and closer and could put some of the 'bubbling unders' out of the running if they arrive and swamp the charts. Still, expect Vindicator which is creeping in at 19 to do better and expect 19 which is at 17 (confusing isn't it) to go top ten. Finally.

HOT BUDGET

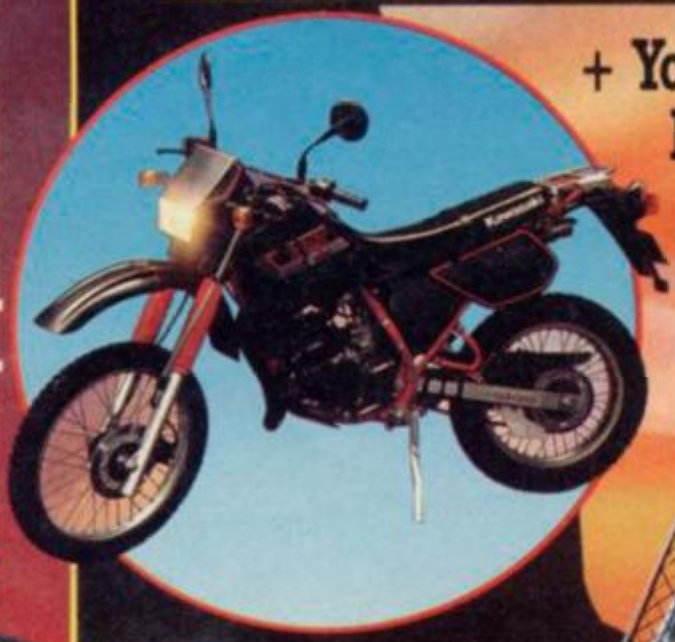
Skooldaze ought to crack the No 1 spot within a month – only Gauntlet gives this loopy platform and ladders game any real opposition. Expect big things of Joe Blade II which is lurking just outside the 20 and Skateboard Construction Kit looks a possible top five. Players could clean up.

DON'T MISS THE MAD SCRAMBLE FOR

4X4 OFF-ROAD RACING™

Put yourself and your driving skills against the clock and computer controlled opponents to challenge for the Victor's Cup. Off-Road, Racing is a test of speed and survival. Customise your vehicle and prepare to race over the world's toughest terrain.

Four of the toughest, roughest courses gives you the ultimate drivin challenge: the Georgia mud flat, the Michigan Winter Wreck-Off, the Death Valley Trek or the Baja challenge. Snow, ice, mud and desert all combine to make Off-Road Racing the most hazardous road game yet. It makes the Grand Prix look like child's play.



+ Your chance to win a fabulous Kawasaki KDX200 in our 'Mad Scramble' Competition

See the bike at the PCW Show.

For details of the competition see the inlay card.

Also available
Impossible Mission II the return of Elvin Atombender

CBM64/128 & AMSTRAD	£9.99 tape £14.99 disk
SPECTRUM	£8.99 tape
ATARI ST	£19.99 disk
IBM PC	£24.99 disk

U.S. GOLD

CBM64/128 & AMSTRAD £9.99 tape £14.99 disk
SPECTRUM £8.99 tape
AMIGA £24.99 disk
IBM PC £19.99 disk

EPYX

U.S. Gold Ltd., Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel: 021 356 3388.

Four of the toughest, roughest courses gives you the ultimate driving

TRIVIAL PURSUIT – A NEW BEGINNING

If you were trapped on planet Earth and it was steadily disintegrating and your only hope was to escape via six other planets to the planet Genus 2 how would you attempt to get there . . . ? By super whooshy spaceship, by yelling 'beam me up Snotty' or by hitching a piggy-back from Billy Whizz? Noo noo noo you'd simply answer the question 'What time in the afternoon does the Louvre close?'

Confused? Well I'm not ruddy well surprised. Let me explain what's going on (wondered when you'd get round to that – GT). This is the way to play Trivial Pursuit – A New Beginning – an alien gobliny thing asks you an obscure and inane question – if you can answer it correctly he will let you leave his planet to visit another and answer some more questions. On the way you also have to collect strange objects. Once

you've answered all the questions on all the planets and galaxies between Earth and Genus 2 you have completed your mission. Simple eh? (No not really – everybody in the whole world).

Now here's your chance to find out what this New Beginning is all about because we are offering a mega Smash coupon of £1 off this groovy new game.

£1·50 OFF

SU SMASH OFFER

TRIVIAL PURSUIT – A NEW BEGINNING

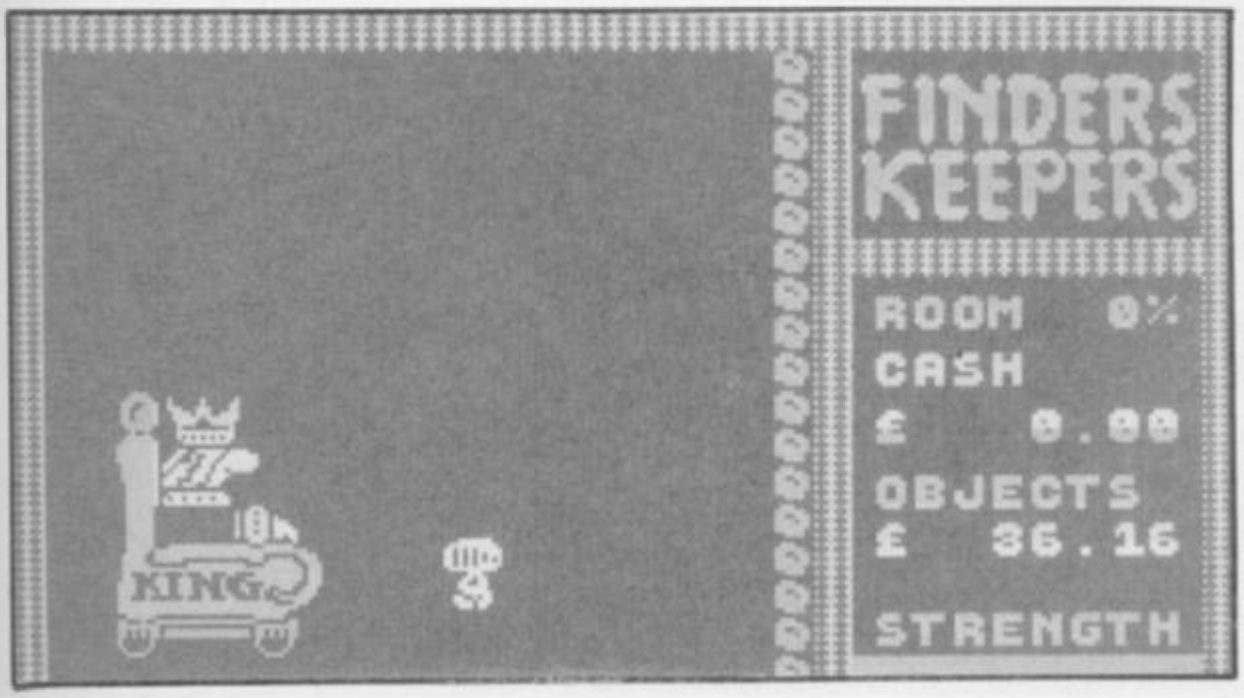
Send coupon (and your name and address) to: Trivial Pursuit – A New Beginning Smash Offer, Domark Software Ltd, Ferry House, 51-57 Lacy Road, London SW15 1PR, along with a cheque/postal order for £13.95 made payable to: Domark Software. Offer closes January 30th.

SMASH OFFER

MAGIC KNIGHT

Although you can have hours of fun playing the Magic Knight Trilogy on your +3 by loading it from tape – you might want to have a version on disc. SU has arranged a special offer with Mastertronic to supply Magic Knight Trilogy discs at £2.00 off the usual retail price of £9.99 – £7.99 inclusive of postage and packing.

This offer is only open to SU readers! Sneer at your friends who pay more! Load things really quickly! Looks better in pockets. Make a cheque payable to Virgin Mastertronic for £7.99 and send it to Lesley Walker, 2–4 Vernon's Yard, Portobello Road, London W11 2DX.



£1·50 OFF

SU SMASH OFFER

MAGIC KNIGHT

Send coupon (and your name and address) to: Magic Knight Smash Offer, Virgin Mastertronic, 2-4 Vernon Yard, Portobello Road, London W11 2DX, along with a cheque/postal order for £7.99 payable to Virgin Mastertronic. Offer closes January 30th.

Lancelot

Thy command, Sire? E
Squire Lancelot rode east and
was wading through a ford. The
river was wide, but ran swiftly
here. Lancelot could see the
Black Knight.

> S
Lancelot the filthy rode south
and was in Westminster meadows.
The lush wet grass was dotted
with clumps of fragrant wild
flowers. Lancelot could see a
carter. He was driving a cart.

Prithee journey with me to a time in our past when men were chilvarous and women were simpering wimps – sorry, I mean damsels in distress!

Lancelot is a three part adventure following the exploits of Squire Lancelot through his knighthood and eventual quest for the Holy Grail.

It is based on Sir Thomas Malory's book *Le Morte D'Arthur* which was originally published by William Caxton in 1485.

The book that is enclosed with the game shows you how to play a Level 9 game and contains a short version of the **Arthurian Legends** which should help you become familiar with the game. There are also a few hints to help you play the various parts. The text it vaguely olde worlde but Level 9 have avoided going over the top with this and on the whole the words used are easily understood.

Lancelot is available for all Spectrum formats with some

soft ground beside the cobbled
east-west path was marked with
hoof prints and paddled by
passing men and dogs.
A town crier entered from the
southeast.

added features on the Plus 3 version. One of the files on the disc is a README file which gives you a little more information. To use it, turn on the machine, select Plus 3 Basic and enter LOAD "READ ME".

walls. It was strong and solid,
built to withstand any siege.
Lancelot could see no way in
save over the drawbridge. And no
way in at all when that was
raised. The sentries on the
walls watched Lancelot silently.

You can recall and edit previous commands, RAM SAVE/RESTORE and UNDO several times in succession – very handy when you do something wrong.

Whilst playing the adventure you will notice that some words come on screen in capital letters. Make a note of them as they are vital to the competition that is being run in conjunction with the game. Full details of the competition will be found in the packaging and the prize is well worth winning. It's a solid silver Grail worth £5,000, so this really is a Quest for the Holy Grail.

You begin the adventure as a humble squire. Upon journeying to the east you are challenged by a Black knight. Accept his challenge and you will defeat him, you will be given the choice of sparing his life or ending it. If you know what's good for you then you'll do the chilvarous thing and spare him.

Good job you did that, for the anonymous knight is none other than King Arthur himself who just happens to have a few of his men hiding in the bushes to protect him should anything untoward happen.

Arthur is impressed with your valour and chivalry and promises to knight you if you attend his court the following day. But first you will have to journey to the city and find a bed for the (k)night (groan!!!).

When you enter the city you will meet the odious Sir Kay, half brother to Arthur, and a really slimy toad. He tells you to go to the mews to sleep, but if you've any sense you'll pop along and visit Merlin. Merlin will give you a comfortable clean bed and some sound advice.

Whilst you are in Merlin's abode it would pay to visit his library and read a few of his books, you'll pick up some valuable hints. Persist with the reading until the same messages begin to come up again. Now it's time to visit Arthur and receive your knighthood.

You can converse with the characters by typing something like ARTHUR, GREETINGS. You can also ask the characters to do something for you by typing LAVAINE, WAIT THEN PUSH THE GATE or whatever it is you want them to do.

Arthur's court is where you catch your first sight of Queen Guinever and feel the first glimmerings of your hopeles love for her. Just bide your time and Arthur will eventually give you your knighthood.

Arise Sir Lancelot, your adventure is about to begin.

The first place to go is Logris, and you don't need to travel location by location, a simple GOTO LOGRIS will take you there and also give you your first meeting with DAMSEL MALEDISONI. She's a real honey (I don't think), as you will no doubt find out as you progress through the adventure. She will give you your first quest.

So, it's off to LYONESSE and your first damsel in distress. Her hawk has escaped and its lunes are caught in the branches of a nearby tree. Well, no good knight would ignore a lady's tears would he? But, before removing your armour and dropping your sword, pick up a nearby dead piece of wood. After releasing the bird and descending from the elm tree you will discover that you have been duped. Throw the wood at your opponent to defeat him and you will avoid certain death.

There are lots of 'kill you offs', but Merlin is always around to resurrect you.

Of course, any adventurer worth his/her salt knows that you should always save the game regularly, and certainly before trying anything hazardous.

I found **Lancelot** very easy to get into. Mapping the game is easy enough and the landscape is well worth exploring to fully absorb the atmosphere of Arthurian times, and there's plenty to explore.

Lancelot is up to the usual high standard we have come to expect from Level 9. It's a thoroughly enjoyable journey into the past, and with the added bonus of a prize worth £5,000 to compete for, can you afford not to buy it? Methinks not!■

ARCADE REVIEW

FAX BOX

LANCELOT

Author: **Level 9** Label: **Mandarin**

Price: **£14.95/Disc £19.95 Tape** Memory: **48K/128K Tape/128K Disc**

GRAPHICS		SOUND	
	65		N/A
	80		85
PLAYABILITY		LAST ABILITY	

Corking L9 fare – buy at once

Reviewer: Sandra Sharkey

OVERALL **83**

10 20 30 40 50 60 70 80 90

ARCADE REVIEW

FAX BOX

BY FAIR MEANS OR FOUL *Label:* ***Superior Software*** *Author:* ***C Goodwin*** *Price:* ***£7.95/£12.95*** *Memory:* ***48K/128K*** *Joystick:* ***various***

GRAPHICS	SOUND	PLAYABILITY	LASTABILITY	OVERALL
62	60	71	64	68

Fairly entertaining boxing sim with some below-the-belt tactics

Reviewer:

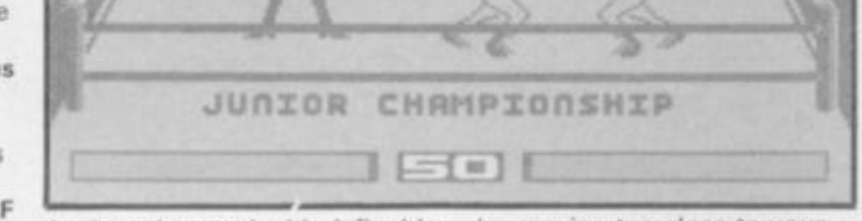
10 20 30 40 50 60 70 80 90

By Fair Means or Foul

Issa great sport, knoworrimean 'arry? Two muscle-bound clods battering each other senseless until one has so much brain damage that he falls over (or starts doing ketchup adverts). **By Fair Means or Foul** isn't the first boxing simulation on the Spectrum – Elite's **Frank Bruno's Boxing** is back in the charts again as a budget re-release – but **BFMOF** is by far the funniest, 'cos in this one you can cheat.

Basically it's a one or two-player combat game, featuring a selection of fighting moves which, shall we say, don't all conform to the Queensbury Rules. The ring is shown in slight perspective, and the two boxers share it with a dodgy referee who does his best to keep things clean – when he's not nodding off.

You can choose joystick or keyboard control with definable keys, and



before starting you can choose any computer opponent (providing you have reached that level previously).

With the fire button released you have eight moves available; move forward, duck punch (which makes you look like a gibbon), duck, low guard, move back, high guard, jerk back and head butt. Head butt!? Yes, it might be a foul move, but it's quite permissible in **BFMOF**. With the fire button pressed, you have the options of punch, upper cut, kick (another foul), groin punch (an extremely painful foul), body blow, low guard, knee and high guard. Control moves are reversed if your character gets in a clinch by moving too close to your opponent, and ends up facing right instead of left.

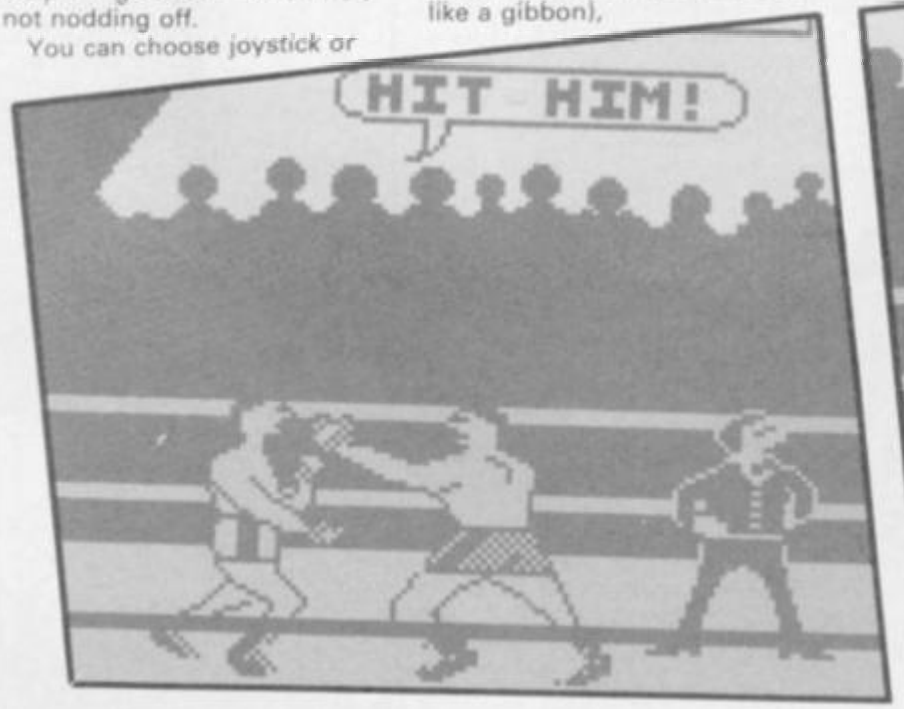
While the fighting moves are all pretty precise and useable, reactions are a little slow. Fortunately, on the early levels at least, your opponent is pretty slow too; the first fighter, Mild Martin, often stands quite happily while you punch and kick him to oblivion.

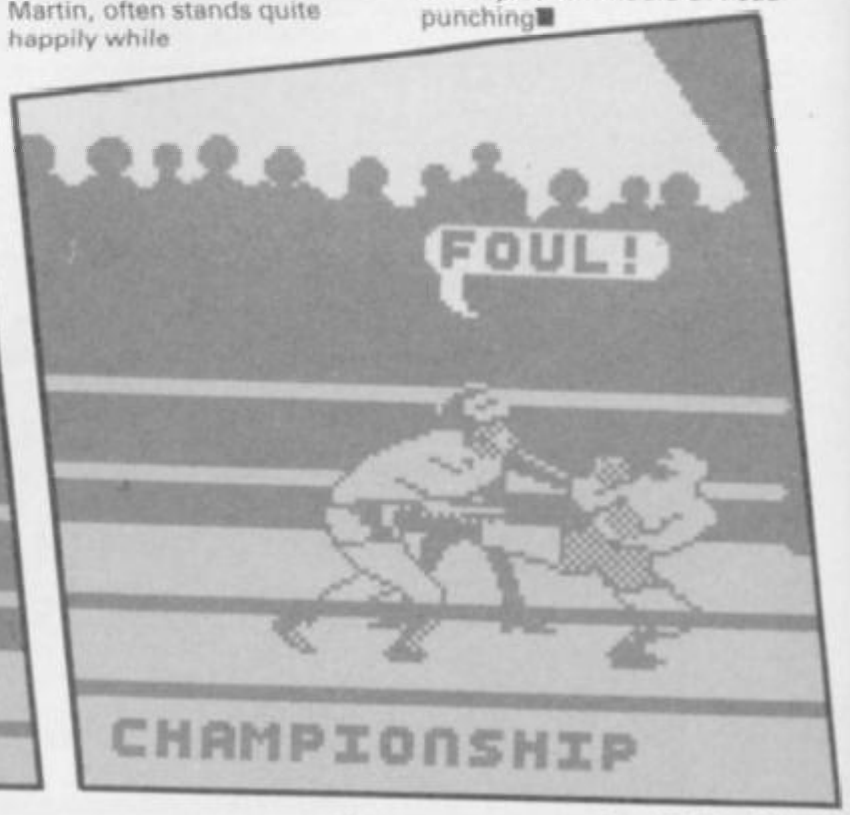
Oh yes, the foul blows. You can only get these in if the ref's attention has strayed. You can judge this from the colour of the silhouettes above the ring; red, no chance, amber, maybe, green, go for it. If you're caught making a foul blow, the ref will stop the fight and you'll be penalised.

Energy bars below the screen show your status; your aim is to outpoint each of six opponents to become World Champion, after which the action carries on with more and more vicious opponents.

The audience is just as rowdy as you'd expect from the sort of people who patronise the noble art; shown outlined against the ring lights, they cheer loudly at the end of each round, joggle up and down enthusiastically and chip in with a range of friendly comments. Other nice touches include the winning boxer punching the air, and the thump as a good blow lands.

There are plenty of good points to **BFMOF**; the wide variety of fighting moves, the decent sound effects and music, the comments from the crowd ("C'mon Pansy!") and the ref, and so on. It isn't quite smooth or novel enough to make you scream with joy, but it will pass a few pleasant hours of head-punching■





FIRST

THERE WAS

STAR WARS

THEN

STAR WARS THE EMPIRE STRIKES BACK™

NOW DOMARK BRINGS YOU....

STAR WARS

RETUR

The third fabulous game of the Star Wars trilogy !

A stunning direct conversion of the coin-op which follows the thrilling action of the movie.
Three great levels of gameplay. . .
In the first level you are Princess Leia on her Speederbiker rushing through the forest of Endor.
Level Two sees you controlling Chewbacca's Scout Walker.
On level Three you are Chewbacca and Lando flying the Millennium Falcon.
Fight off T.I.E. Fighters, survive the lethal tube, blast the reactor and turnaround from the exploding Death Star.

A MAJOR ARCADE COIN-OP HIT

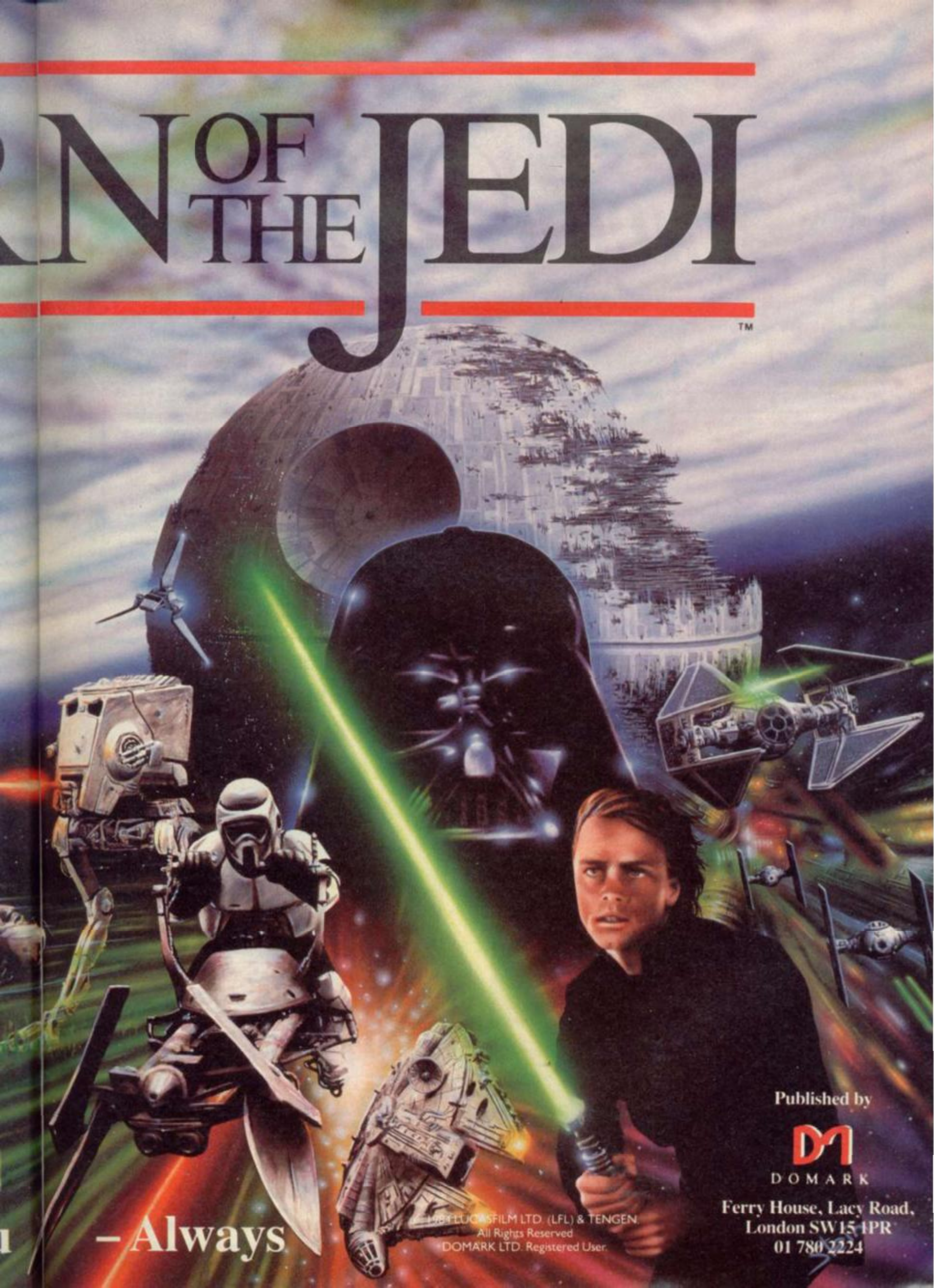
	Cassette	Disk
Spectrum	£9.95	£14.95
Commodore	£9.95	£12.95
Amstrad	£9.95	£14.95
Amiga		£19.95
Atari ST		£19.95

Programmed by
CONSULT
COMPUTER SYSTEMS

May the Force be with you

RN OF THE JEDI

™



– Always

™ & © LUCASFILM LTD. (LFL) & TENGEN.
All Rights Reserved
DOMARK LTD. Registered User.

Published by

DOMARK

Ferry House, Lacy Road,
London SW15 1PR
01 780 2224

Trivial Pursuit

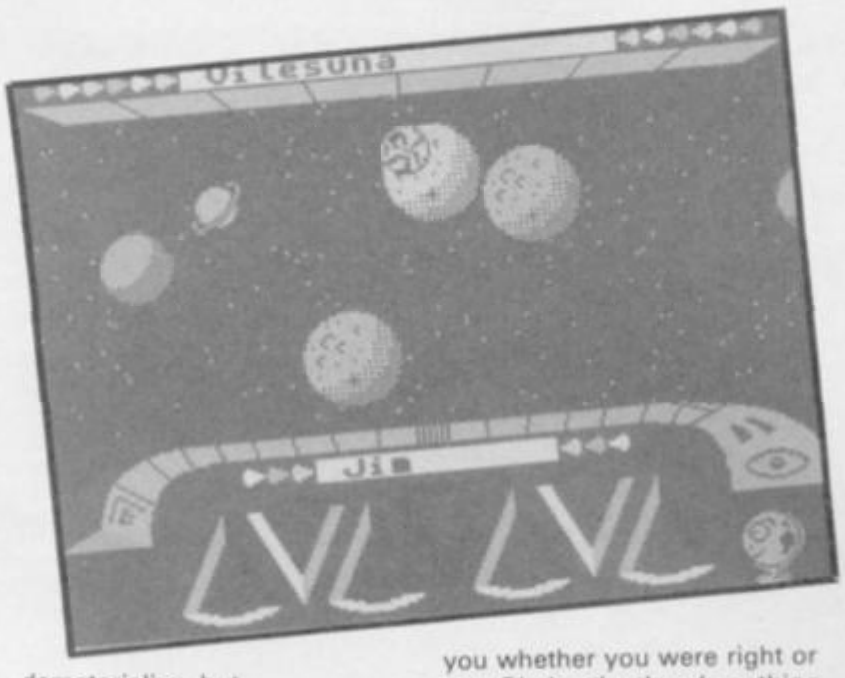
One of the biggest hits of last year (on all formats) was **Trivial Pursuit,** the computer version of the yuppie board game. After much head-scratching regarding a follow-up to this lucrative licence, those arch-yuppies, Domark, have come up with a strange sequel concept. Get your head ready for this – *Trivial Pursuit in* space. Weird, Yah?

Cut away all the trimmings, and what you have is still a multi player question and answer general knowledge quiz. The trimmings, then, are all that stands between **TP – ANB** and the hordes of lookalike trivia games. What's it all about then, lads?

Earth is dying, victim of the atmospheric greenhouse effect. You and your friends have the chance to escape by spaceship, but you will not be allowed to stay in the alien federation unless you prove your general knowledge skills. Tough cookies, these aliens.

There are six galaxies to explore before you reach the planet Genus 2. Each galaxy contains many planets, some of which contain objects which you must collect to complete your quest. The only way to find the objects is to land on each planet in turn, and answer a question from the alien inhabitants.

The graphics aren't much to look at; the planets have a number of different backgrounds, and different designs and colour of aliens. There are some neat effects as you materialise and



dematerialise, but unremarkable sound effects; the odd blip and bleep, a bit of single-channel music to illustrate some of the questions, and so on.

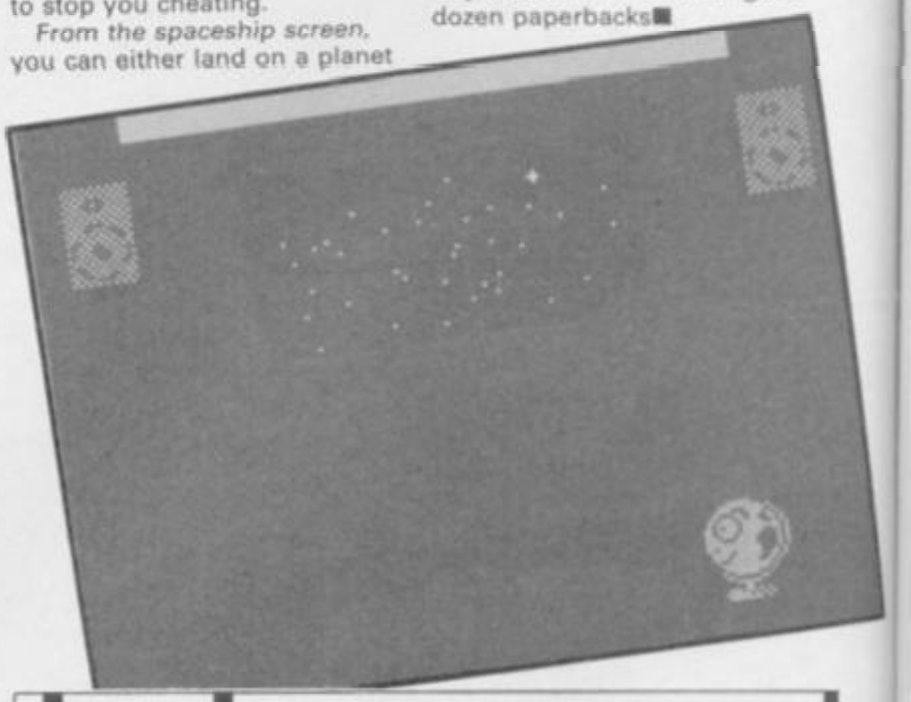
Up to six players can compete, entering their names on the main menu screen, and taking it in turns to answer questions. If you get one wrong, you miss a go and suffer a time penalty. The players are represented by amusing icons, and TP, the gnome-like character from the original game, puts in an appearance too.

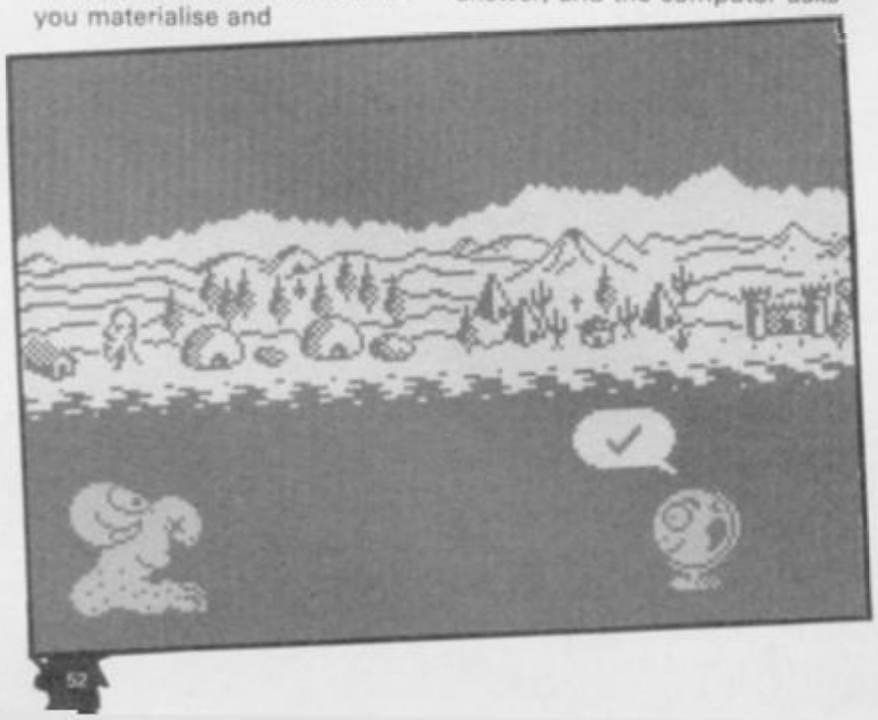
One problem is that the game doesn't actually require you to type in your answers; the computer just prints up the questions, you yell out your answer, and the computer asks you whether you were right or not. Obviously, there's nothing to stop you cheating.

From the spaceship screen, you can either land on a planet or access the main menu, where you can check how many objects you are carrying, quit the game, enter new players, switch sound effects on and off and load new sets of questions from the second cassette provided with the package.

In the final round you have to choose one of the Elders of Genus and answer his questions to make good your escape. If you choose the correct elder, the other players can examine your performance chart, and select the category of questions in which your performance is worst.

What it boils down to is, is it worth spending £15 or £20 on a trivia quiz? That's all it is; the graphics and effects don't add anything to the concept. Myself, I'd rather have a good nosh-up, buy a CD or two or even get a dozen paperbacks■





ARCADE REVIEW

FAX BOX

TRIVIAL PURSUIT – A NEW BEGINNING *Label:* ***Domark*** *Author:* ***Oxford Digital Enterprises*** *Price:* ***£14.95/£19.95*** *Memory:* ***48K/128K*** *Joystick:* ***various***

GRAPHICS		SOUND	
	44		32
	43		60
PLAYABILITY		LAST ABILITY	

Novel version of a very simple quiz concept

Reviewer: Tony Dillon

OVERALL **59**

10 20 30 40 50 60 70 80 90

WORLDWIDE SOFTWARE
1 BRIDGE STREET
GALASHIELS
TD1 1SW

WORLDWIDE SOFTWARE

WORLDWIDE SOFTWARE
49 STONEY STREET
NOTTINGHAM
NG1 1LX

FOR IMMEDIATE DELIVERY

CREDIT CARD ORDER TELEPHONE LINE

SPECTRUM +3 COMPUTER — **ONLY £195.99**
INCLUDING JOYSTICK AND 6 GAME SOFTWARE PACK

CREDIT CARD ORDER TELEPHONE LINE

ALL PRICES INCLUDE VAT AND DELIVERY IN THE UK

NORTH SCOTLAND
N IRELAND
OVERSEAS

0896 57004
(24 HOURS)

MPS 1200 DOT MATRIX NLQ PRINTER FOR SPECTRUM +2 AND SPECTRUM +3
ONLY £147.99
INCLUDES CONNECTION CABLES

SOUTH MIDLANDS WALES

0602 480779

FOR IMMEDIATE DELIVERY

AMSTRAD NLQ PRINTER MODEL 3250di FOR SPECTRUM +2 AND SPECTRUM + 3
ONLY £189.95
INLCUDES CONNECTING CABLES

WORLDWIDE SUPER SPECIAL OFFERS ON SPECTRUM SOFTWARE

COMPILATIONS	CASS	DISK
TAITO COIN-OP HITS	9.00	13.50
GAME SET & MATCH II	9.00	13.50
OCEAN COMPILATION	9.00	13.50
KARATE ACE	9.99	*
KONAMI ARCADE COLLECTION	7.25	13.50
SPACE ACE	11.99	*
GIANTS COMPILATION	11.99	14.99
WE ARE THE CHAMPIONS	6.99	13.50
GOLD SILVER BRONZE	9.99	11.99
ULTIMATE COLLECTED WORKS	9.99	11.99
SUPREME CHALLENGE	9.00	13.25
TEN MEGA GAMES	9.99	*
FLIGHT ACE	11.99	*
LEADER BOARD COLL PAR 3	11.99	14.99
SOLID GOLD	7.99	11.99

* Please phone for Spectrm +3 disk availability and price

EDUCATIONAL EDUCATIONAL EDUCATIONAL EDUCATIONAL EDUCATIONAL EDUCATIONAL EDUCATIONAL EDUCATIONAL

* Please phone for Spectrum +3 disk availability and price

★ ★ LARGE VARIETY OF EDUCATIONAL SOFTWARE NOW AVAILABLE FOR 3 TO 15 YEAR OLDS ★ SEND SAE FOR CATALOGUE BY RETURN ★ ★

FAST DELIVERY OF ALL STOCK ITEMS BY 1ST CLASS MAIL IN UK — *SPECIAL OVERSEAS SERVICE BY AIRMAIL WORLD WIDE*

CREDIT CARD ORDER ACCEPTED BY PHONE OR MAIL

CREDIT CARD ORDER TELEPHONE
0896 57004

CREDIT CARD ORDER TELEPHONE
0602 480779

WORLDWIDE SUPER SPECIAL OFFERS ON SPECTRUM SOFTWARE

	CASS	DISK
1943 BATTLE OF MIDWAY	6.99	9.99
4 X OFF ROAD RACING	6.99	
A.T.F.	6.55	9.00
ACROJET	7.25	
ACTION FORCE II	6.55	10.50
AFTERBURNER	9.45	10.85
AIRBORNE RANGER	7.25	10.85
ALIEN SYNDROME	6.55	10.50
ARTIST 2	10.85	14.95
ARTURA	6.55	9.99
BARDS TALE	7.99	11.99
BATMAN	6.55	10.85
BIONIC COMMANDOS	6.99	9.99
BLACK TIGER	6.99	9.99
BUGGY BOY	5.95	10.50
BUTCHER HILL	6.55	9.99
BY FAIR MEANS OR FOUL	5.95	9.00
CALIFORNIA GAMES	6.99	9.99
CARRIER COMMAND	10.85	11.45
COLOSSUS CHESS	7.99	11.99
CORRUPTION		11.99
CYBERNOID II	6.55	9.99
DALEY THOMSON OLYMPIC CHALLENGE	6.99	10.50
DARK FUSION	6.55	9.99
DE LUXE SCRABBLE (128K)	7.99	11.99
DOUBLE DRAGON	6.55	
DRAGON NINJA	6.55	10.85
EARTHLIGHT	5.95	
ECHELON	7.99	9.99
EMPIRE STRIKES BACK	7.25	10.50
EXPLODING FIST +	5.95	
F15 STRIKE EAGLE	7.25	
FERNANDEZ MUST DIE	6.55	9.45
FISTS 'N' THROTTLES	9.45	
FOOTBALL DIRECTOR II (128K)	14.95	14.95
FOOTBALL MANAGER II	6.99	10.50
FOOTBALL MANAGER	2.99	7.95
FOXX FIGHTS BACK	6.55	9.75
FRANK BRUNOS BIG BOX	9.45	13.50
G I HERO	5.95	
GAMES WINTER EDITION	6.99	9.99
GARY LINEKERS HOT SHOT	6.55	9.99
GARY LINEKERS SUPERSKILLS	6.55	9.99
GUERILLA WAR	6.55	10.50
GUILD OF THIEVES		11.99
GUNSHIP	7.25	10.50
HEROES OF THE LANCE	7.99	11.99
HOPPING MAD	5.95	9.00
HOT SHOT	6.55	9.00
INTENSITY	5.95	9.00
KONAMI COIN OPS	6.99	
LANCELOT	10.85	14.95
LASER SQUAD	7.25	
LAST NINJA	9.45	
LIVE AND LET DIE	7.25	10.50
MATCHDAY II	5.95	10.50
MICKEY MOUSE	6.55	9.99
MINDFIGHTER	10.85	
MOTOR MASSACRE	6.55	9.99
NIGHT RAIDER	7.99	9.99
NINETEEN BOOT CAMP	6.99	
OOPS!	6.55	
OPERATION WOLF	6.55	10.50
OUTRUN	6.99	9.99
OVERLANDER	5.95	9.00
PACMANIA	6.55	
PETER BEARDSLEY FOOTBALL	6.55	
PLATOON	6.99	10.50
POOL OF RADIANCE	7.99	11.99
PRO BMX SIMULATOR	4.99	10.50
PRO SOCCER SIMULATOR	6.55	9.00
PROJECT STEALTH FIGHTER	7.25	10.85
R-TYPE	6.99	
RAMBO III	6.55	10.50
ROBOCOP	6.55	10.50
ROY OF THE ROVERS	6.55	9.99
SALAMANDER	5.95	10.50
SAMURAI WARRIOR	5.95	9.00
SAVAGE	5.95	
SDI	6.99	
SHOOT OUT	6.99	11.99
SILENT SERVICE	6.99	
SOLDIER OF FORTUNE	5.95	9.45
SPITFIRE 40	7.25	
SPITTING IMAGE	6.99	10.50
STAR WARS	7.25	10.50
STRIKE FORCE HARRIER	7.25	
STRIP POKER II	5.95	
SUPERSPORTS	6.55	9.99
TECHNO COP	6.55	9.99
TEN GREAT GAMES II	7.99	
THE PAWN (128K)	10.85	11.99
THUNDERBLADE	6.99	9.99
TIGER ROAD	6.99	9.99
TIME AND MAGIK	10.50	10.50
TRACK SUIT MANAGER	6.99	
TRIV PUSUITS BABY BOOMER	10.85	
TRIV PURSUITS NEW BEGINNING	10.85	
TRIV PURSUITS YOUNG EDITION	10.85	
TWENTY CHARTBUSTERS	7.25	
TYPHOON	5.95	10.50
UNTOUCHABLES	6.55	10.50
VICTORY ROAD	5.95	10.50
VINDICATOR	5.95	10.50
VIRUS	5.95	9.00
WEC LE MANS	6.55	10.50
WHERE TIME STOOD STILL 128K	5.95	10.50
WINTER OLYMPIAD 88	5.95	9.00

WARGAMES/STRATEGY	CASS
ANNALS OF ROME	10.45
ARNHEM	6.99
BATTLE OF BRITAIN	4.99
BATTLEFIELD GERMANY	10.45
BISMARK	7.99
BLITZKREIG	7.99
CONFLICTS 2	6.55
CONFLICTS	10.45
DESERT RATS	7.99
GALLIPOLI	6.99
NAPOLEON AT WAR	6.99
OVERLORD (Disk 9.99)	7.99
PEGASUS BRIDGE	10.45
SORCEROR LORD	10.45
STALINGRAD (Disk 9.99	7.99
THEATRE EUROPE	4.99
VULCAN	7.99
YANKEE	7.99
ZULU WAR	6.99

JOYSTICKS	
CHEETAH 125+	6.95
CHEETAH MACH 1 PLUS	12.95
COMPETITION PRO 5000	12.95
COMPETITION PRO 5000 CLEAR	13.95
COMPETITION PRO 5000 EXTRA	14.95
CRUISER	8.99
KONIX MEGABLASTER	7.95
KONIX PREDATOR	12.95
KONIX SPEEDKING	10.99
KONIX SPEEDKING + AUTOFIRE	11.99
RAM DELTA	7.99

+3 BUSINESS AND UTILITIES	
MASTERFILE +3	24.95
PROFESSIONAL ADV WRITER	22.95
TAS-SIGN PLUS 3	14.95
TAS-SPELL PLUS 3	14.95
TASCALC PLUS 3	14.95
TAS-PRINT PLUS 3	14.95
TASWORD PLUS 3	14.95
40 DISK STORAGE BOX +3	8.95
100 DISC STORAGE BOX +3	10.95
DEVPAC +3	14.95

GENERAL UTILITIES	
+2/+3 COVER	4.99
SPECTRUM POWER SUPPLY	9.95
ASIMUTH TAPE HEAD ALIGN KIT	8.99
HI SOFT C	21.95
HI SOFT PASCAL	21.95
TASWORD +2	11.45
TASCALC +2	14.95
LIGHTPEN AND INTERFACE	14.95
10 X CF2 3" DISK FOR +3	21.95

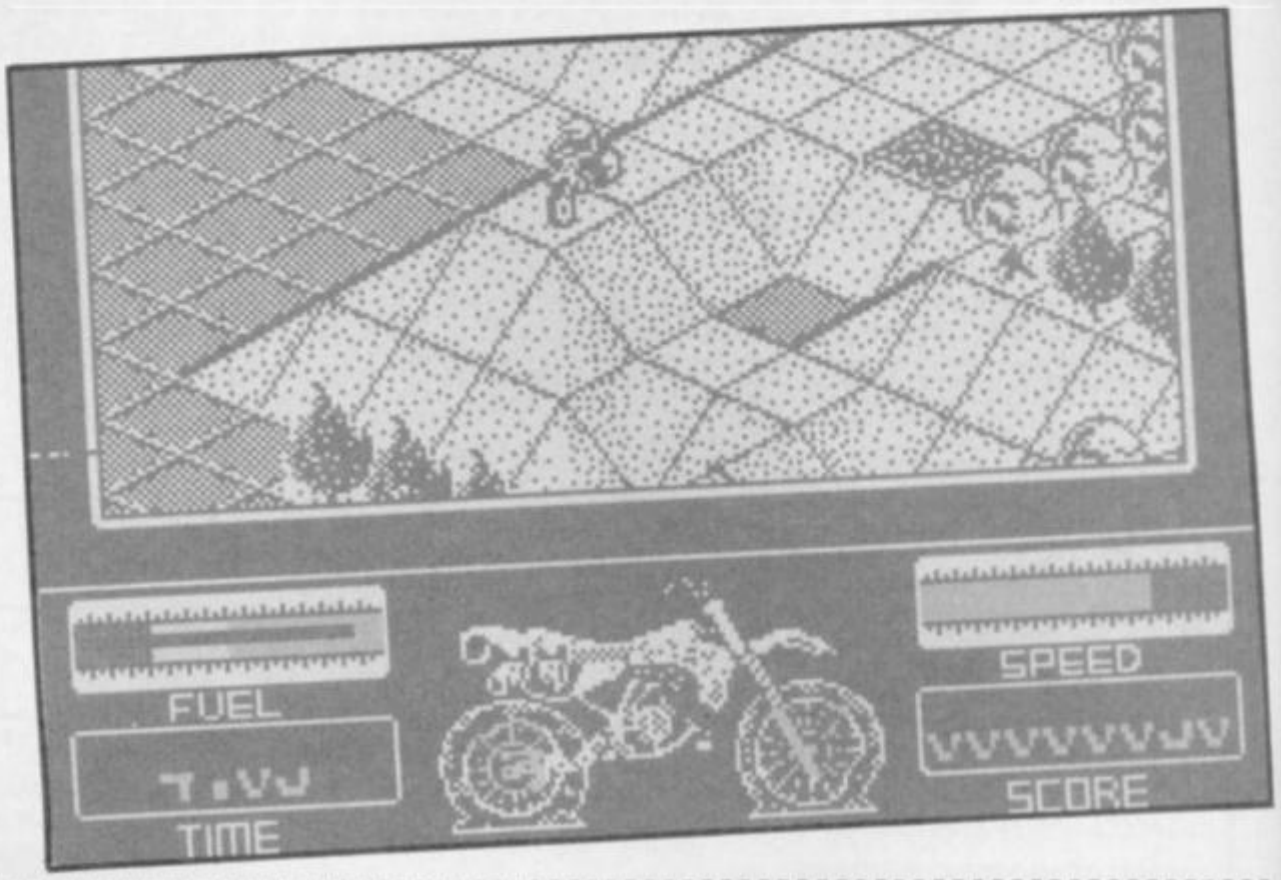
Please make cheques or postal order payable to WORLDWIDE SOFTWARE.
All prices include postage and packing in the UK. Overseas please add £1.50 per cass/disk for AIR MAIL delivery.
Advertised price are for mail and telephone orders.

MOTORBIK

Strap on your leather gear, stick your helmet on your head and get ready to burn some rubber. **Motorbike Madness** makes **Kikstart** look like Noddy's Scooter Ride, and if you can master it you're just about ready for the Barry Sheene Tin Leg Award.

The 10 levels of obstacle-avoiding zaniness are loaded separately from the tape. The landscape is in many ways similar to that of the classic **Glider Rider**; about half the screen, scrolling in all four

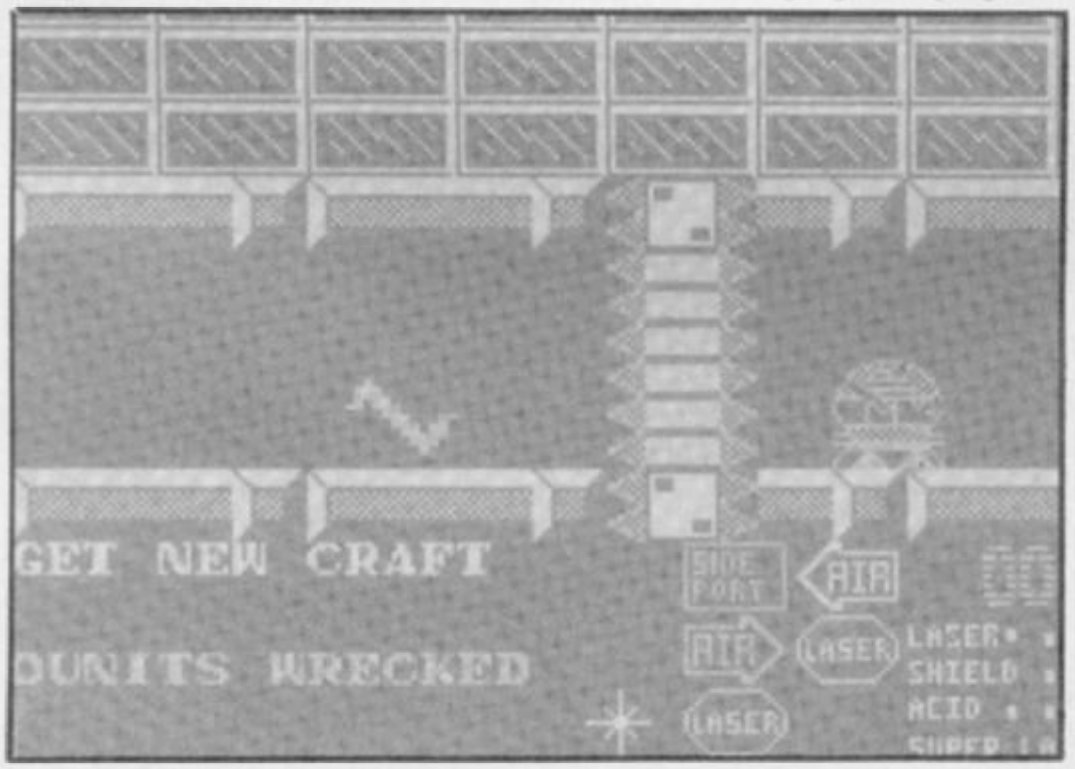
directions, shown in glorious monochrome and consisting of various slopes, planes and ramps. Your task is simply to steer your motorbike around each course, avoiding all the obstacles and heading for the

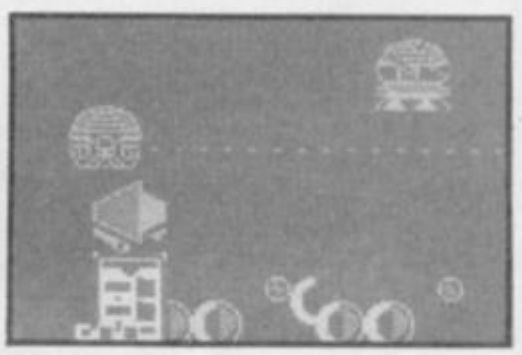


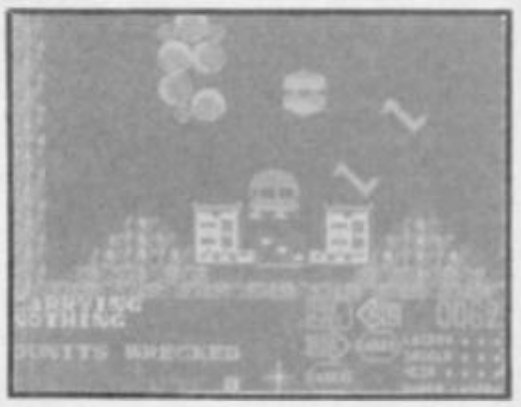
Metaplex re-review

When I reviewed Addictive's Metaplex **last month, I was under the impression that it was to be released as a full-priced title and thus reviewed it so, calling it ". . . the worst full price game around at the moment . . ." and gave it the following marks:**
Graphics: 36, Sound: 26, Playability: 68, Lastability: 15, Overall: 42.

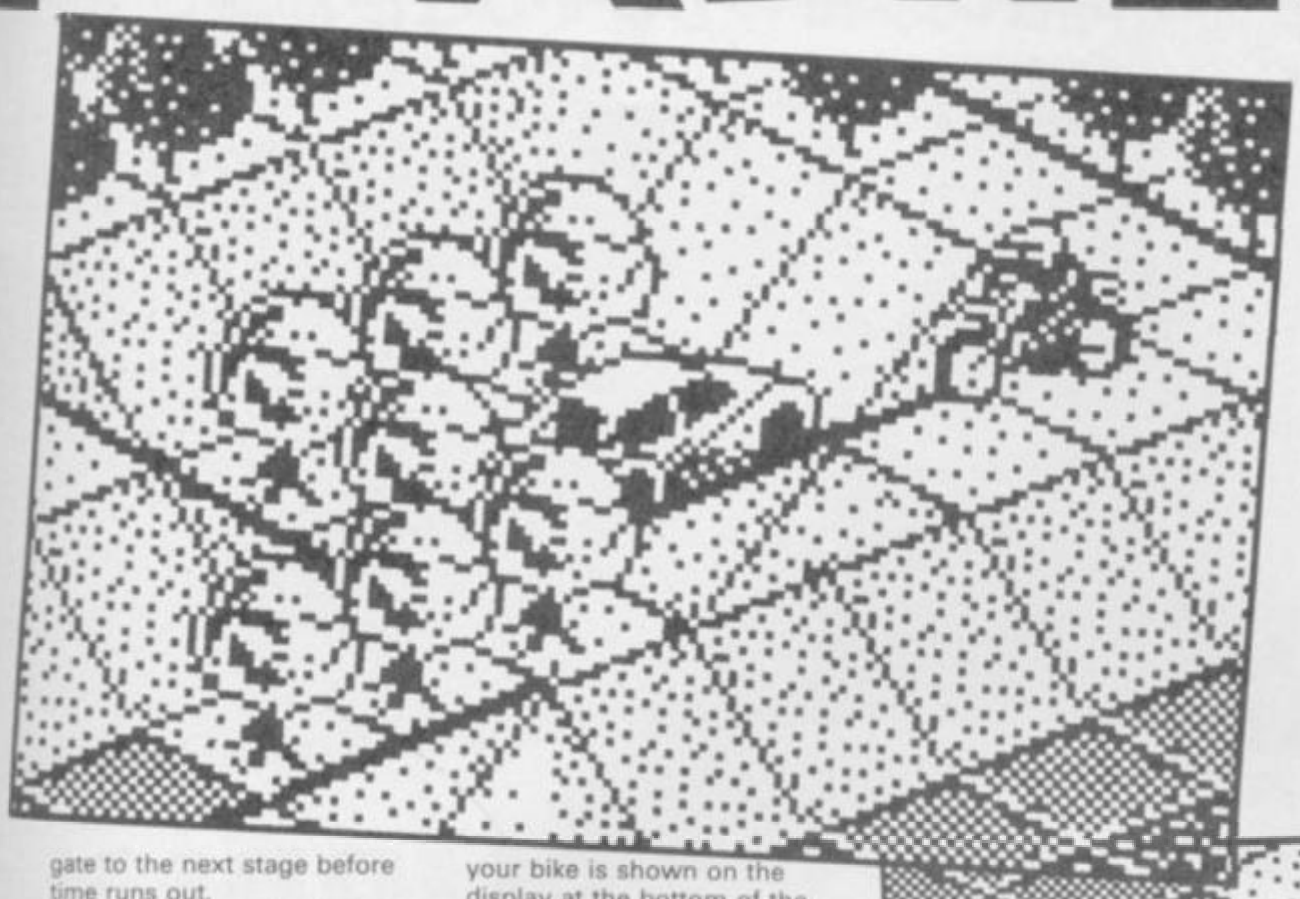
In the light of the price reduction from £9.99 to £1.99, I have re-evaluated the game. I have now awarded it an Overall mark of 47 in view of the slight increase in value. The other marks remain the same as, whatever the cost, the game is still as bad as when I first reviewed it. I say again, try again lads■







E MADNESS

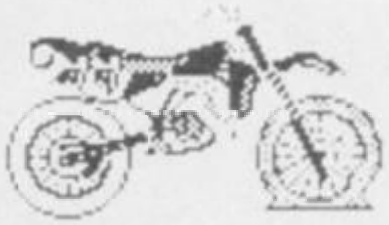


gate to the next stage before time runs out.

But it isn't that simple, is it Barry? No, because the landscape is littered with things which are likely to turn your bike into a little heap of scrap, not to mention you. The first challenge is a ramp. Steering carefully around the trees, simply pushing the joystick in the direction you want your front wheel to turn, you must line up with the ramp, build up speed (shown on the bar graph to the right of the screen) and zoom over the ramp, veering sharply to the right to avoid a pile of tyres. Too slow, or inaccurately lined up, and you'll end in a crumpled mess, probably sustaining a punctured tyre or leaking petrol tank in the process. Damage to your bike is shown on the display at the bottom of the screen, and each bit of damage impairs your performance more.

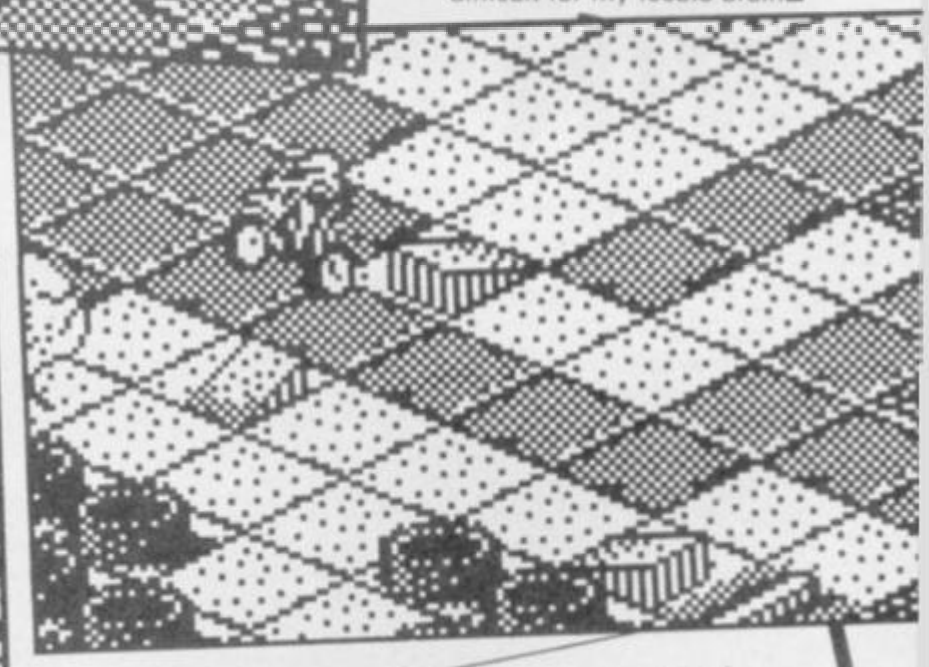
Other hazards to contend with include patches of cinders, water, spiked blocks and skiddy patches. It's pretty blinking difficult to control the bike, though; it tends to jump suddenly from left to right, rather than coming around

smoothly. I don't know if this is deliberate, but it makes it remarkably difficult to concentrate on finding your way around the course. Fortunately, if you get knocked off, you're returned to the last ramp you jumped, rather than right back to the start of the level.



The 10 levels are ridges, floodlands, parapets, slopes, maze, origin, hillside, speedway, mud trouble and final. Goodness knows what the later levels look like, because I'm having enough trouble slogging my way through level one. Sound is OK, but for some reason you have to reload each level after losing all your lives.

Great fun, then, but too difficult for my feeble brain■



FAX BOX

ARCADE REVIEW

MOTORBIKE MADNESS Label: Mastertonic Author: Binary Design Price: £1.99
Memory: 48K/128K Joystick: various

Graphically peachy but over-hard scrambling spoof.

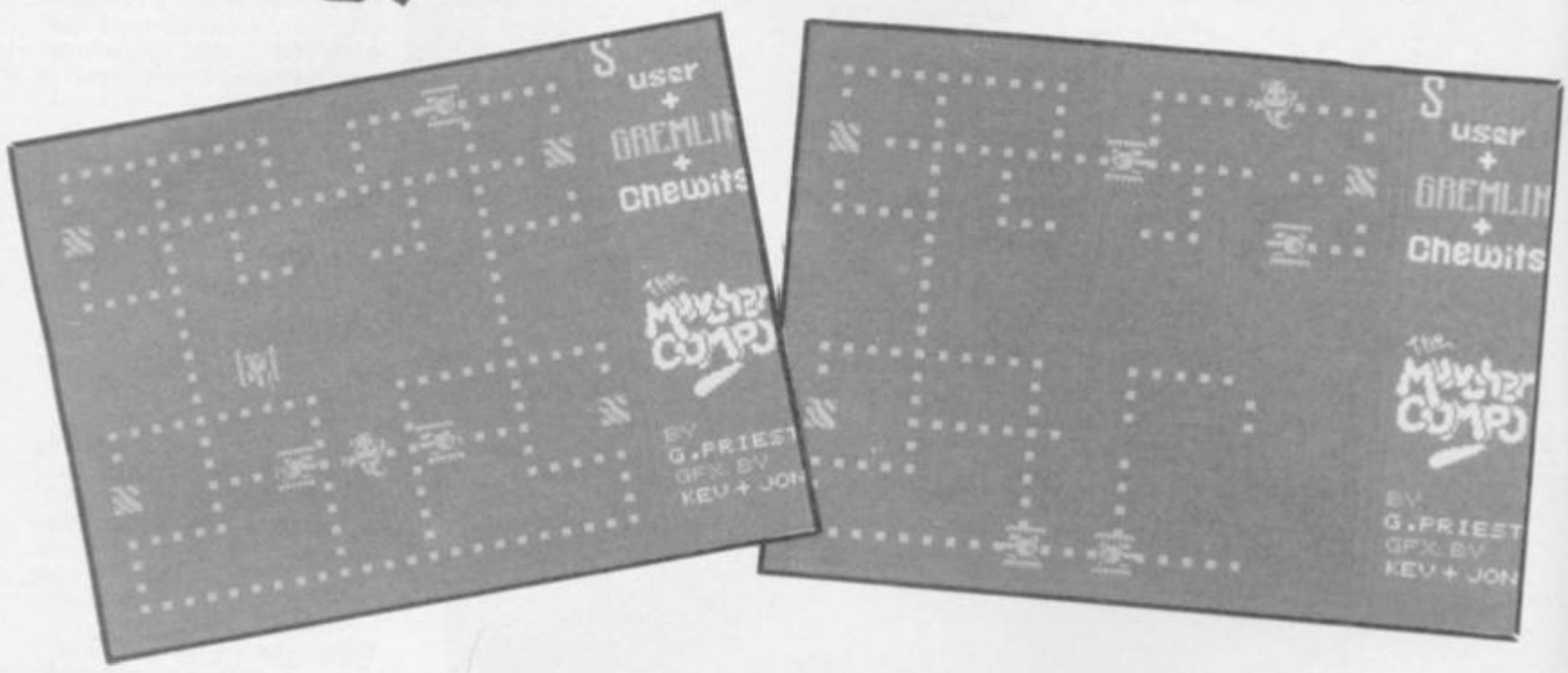
Reviewer: Chris Jenkins

GRAPHICS	SOUND
75	59
PLAYABILITY	LASTABILITY
68	69

OVERALL 74

10 20 30 40 50 60 70 80 90

COMPETITION



WIN A YEAR'S SUPPLY OF CHEWITS

Zounds! SU in its well known tradition of doing-fab-new-things-that-everyone-else-will-copy-very-soon brings you the first ever all action tape competition! We thought to ourselves, what could we add to the vast amounts of stuff already on the Megatape to make it even more exciting? What about a competition we thought and knowing what a greedy and competitive lot you all are, we have created the **CHEWITS** game.

TO PLAY THE GAME

1 Load up the special **Chewits** game section of the Megatape – it's after the preview of the amazing **Techno Cop.** Use Load "".
2 Keys to play the game are Z left X right K up M down. Move around the Chewits dinosaur, chew up all the little dots and avoid contact with the tanks. In the four corners of the maze are special power Chewits. Eat these and the tanks go beserk for a time and start flashing. Your dinosaur can then munch the tanks – but only for a while!
3 If you manage to munch every single dot you will be given a special code phrase which will qualify you to enter for the grand **Chewits** prize!

THE PRIZE

The first lucky code unscrambler out of the bag will win A YEAR'S SUPPLY OF CHEWITS! That is 365 packets of Chewits of various flavours to keep your mouth busy throughout the year.

Nobody else will win anything at all apart from the chance to tell the world that they managed to get through the game. Brilliant eh?

COMPETITION ENTRY

Name .....

Address .....

.....

The mystery phrase at the end of the game is

.....

GIMMY THOSE CHEWITS (please)

Members at EMAP (and there are quite a few of them) Gremlin or Chewits or dinosaurs or Wayne Smedly or Anthea Barton may not enter.

PAC-MANIA

Armed with new BOUNCE power, PAC-MAN faces new challenges as he enters the worlds of Block Town, Pac-Man's Park, Sandbox Land and Jungly Steps.

PAC-MAN IS BACK & BOUNCING IN 3D!

AVAILABLE ON:
ATARI ST & AMIGA £19.95
C64 & AMSTRAD CPC DISK £14.95
C64 Cassette £9.95; SPECTRUM, AMSTRAD & MSX Cassettes £8.95

stein

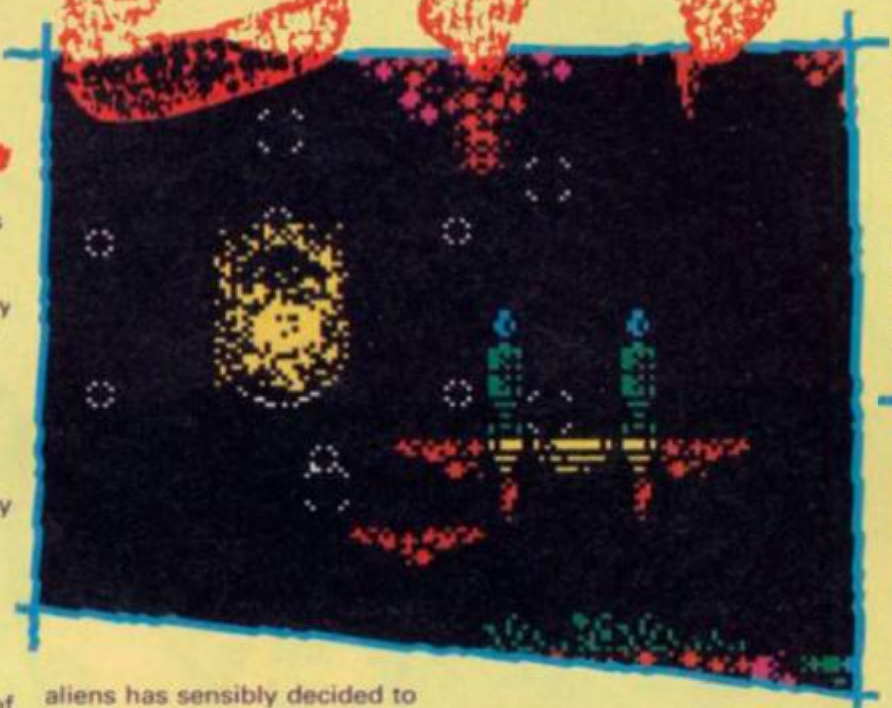
GRANDSLAM

©1987 NAMCO LTD. All rights reserved
Licensed from Tengen
©1988 Grandslam® Entertainments Ltd.
12-18 Paul Street, LONDON EC2A 4JS.

Screenshots taken from ATARI ST.

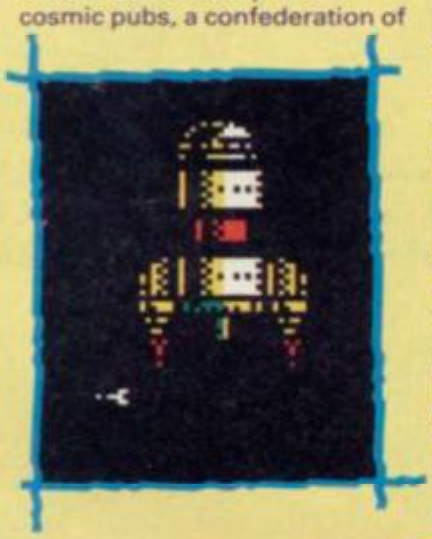
Screenshots taken from SPECTRUM

REX



It had to happen. After years of being shot, stabbed, incinerated, blown up and mangled, the aliens have finally decided to get their own back. And what a spectacular revenge; **Rex** is a splendiferously violent visual feast, a joystick-bendingly difficult challenge to the reactions, and an all-round jolly enjoyable experience.

Fed up with Earthmen refusing to pay their space parking fines, littering the asteroid belts and singing *I Should Be So Lucky* in the cosmic pubs, a confederation of aliens has sensibly decided to *wipe out the whole lot of them.* To do the job they've hired Rex, an alien mercenary who eats kittens for breakfast and who makes Kamikaze Bear look like Andy Pandy (GRRRRR . . . KB).



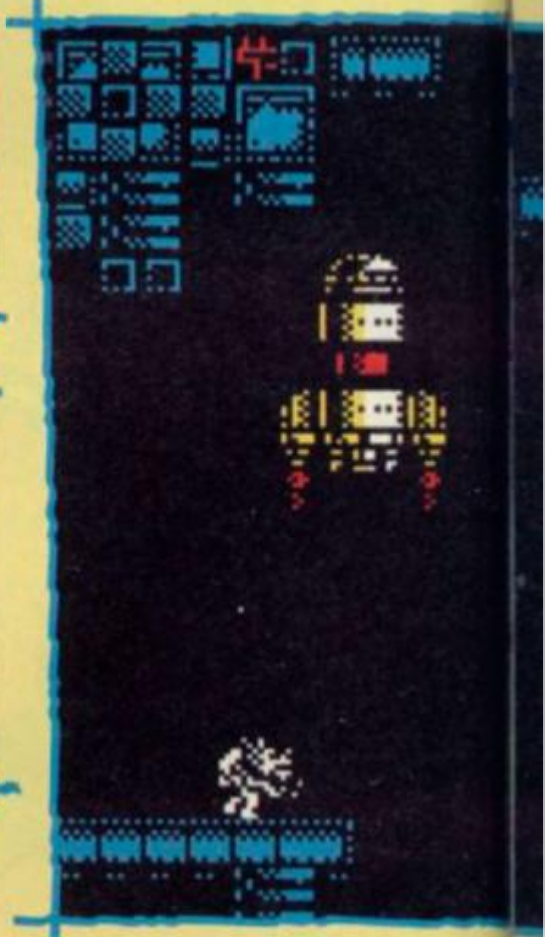
Rex is a high-tech rhinocerous armed with a formidable array of weapons, and his final task in the alien/human war is to destroy Mankind's last stronghold, the lower Zenith. He takes on the job with relish (and a little mayonnaise on the side).

The game loads in two parts; you carry your score, weapons and attributes over to the second half using an access code.

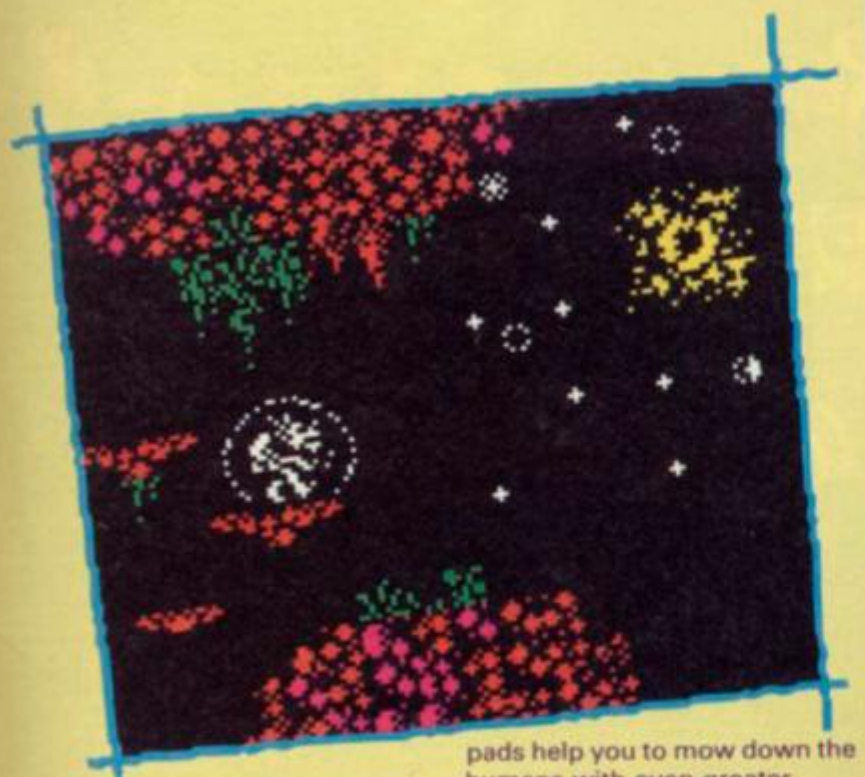
Although the game features many of the attributes of **Cybernoid, Exolon** and several other recent titles, it looks quite different because all the graphics are on a small scale. This allows a huge amount of features to be packed into each screen. Fortunately, the characters and backgrounds are all excellently designed, so the sense of huge scale comes across very well.

Rex can walk and jetpack through the air, finally floating to the ground under the effect of gravity. Both he and the spacesuited humans are single-colour, while the backgrounds are a riot of colour and details; belching missile projectors, mortars, rock faces, equipment modules, tunnels, tube trains and the like.

Stage two, the Living Tower, also features revolting organic components including writhing pink tentacles which are deadly to touch. Rex starts his quest in an underground chamber, appearing in a teleporter and immediately blazing away to take out the nearby weapons systems. A small arrow indicates the exit from the screen (some have multiple exits), and as you appear on the new screen you should switch on your energy shield by pulling back on the joystick, in case a missile is aiming straight for your horn.



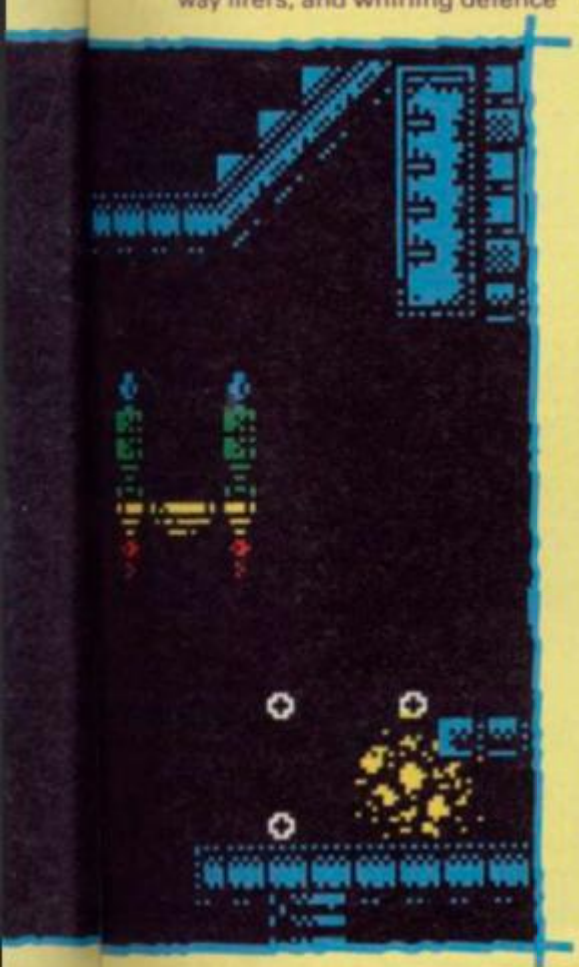
The shield runs out of energy as you use it. To recharge it you have to pick up energy bubbles left by destroyed emplacements and men. The laser-firing spacemen jerk backwards and expire messily when you shoot them; I must admit that this is one of the major fun points of the game. If you get killed yourself, the results are even more spectacular; an eyeball-quivering series of explosions which are worth seeing, even if it does mean losing a life.



Fortunately, there are lots of lovely weapons to be picked up from equipment holders, which let you stave off your inevitable destruction a little longer. Double and triple-firers, multi-way firers, and whirling defence pads help you to mow down the humans with even greater efficiency. The more energy you have, the faster/further/wider your weapons fire.

There are also Zaps to be picked up; these act like smart-bombs, clearing an entire screen of enemies, and so should be saved carefully. It's tremendous fun working your way through the screens, using the anti-grav elevators, blast-away rocks and floating platforms to reach the Tower of Zenith and blow it to bits.

The only disappointment is the poor sound; there are no effects at all when you fire, and only a standard plip-plip-plip when anything explodes. Still, you can't have everything (unless you're Jim Douglas trying to decide what to order at Macdonald's). It's also annoying that you restart at the start of a stage, rather than on the same screen, when you lose a life. This means you have to renegotiate screens you've already completed, which I find a pain. Otherwise, **Rex** is marvellous fun if shooty-shooty arcade adventures are your bag. Obviously the product of some well experienced programmers, but for the moment, the identity of programming team The Light remains a closely-guarded secret. Look out for their next one.



FAX BOX

ARCADE REVIEW

REX Label: **Martech** Author: **The Light** Price: **£8.95** Memory: **48K/128K** Joystick: **various**

Devastating debut of death-dealing and destruction

Reviewer:

GRAPHICS	SOUND	PLAYABILITY	LASTABILITY	OVERALL
92	50	91	90	88

10 20 30 40 50 60 70 80 90

TWILIGHT

ADVANCED PINBALL

SIMULATOR Label: **Code Masters** Author: **The Oliver Twins** Price: **£1.99** Memory: **48K/128K with Interface 1** Joystick: **None** Reviewer: **Tony Dillon**

Below average pinball game with a ball that's got a mind of its own

Advanced Pinball Sim is just that. A sim of a pinball machine. Where does the advanced bit come in? This one has a plot. Something about some village being taken over by a mad wizard or something. Nothing worth worrying about.

As a pinball game it's pretty simplistic. There are a few bumpers here and there, the obligatory paddles and the odd target or two to be knocked out. Needless to say, it's all frightfully easy and amazingly boring. The whole thing that makes pinball exciting is the flashing lights and the tension as your metal sphere goes careering all over the shop, not seeing a little white circle bounce all over the screen doing absolutely no damage to your neves at all.

There is a little bit of speech at the beginning, that mutters something about pinball, but it's so bad, that I can barely make it out.

There you have it. Probably the worst Oily effort to date. You can tell how they tackled the problem of complex gravitational fields, and even the complexities of inertia itself. "We won't have any", they said, "Let's let the ball go anywhere at random."■

42%

JET SET WILLY II

ARCADE Label: **Mastertronic** Author: **Matthew Smith** Price: **£1.99** Memory: **48K/128K** Joystick: **Various** Reviewer: **Graham Taylor**

Famous platforms and ladders game. Looks dated now but is still tricky to play

Gawd. I used to look at this game when it first came out and wonder how it could ever be topped. It took a couple of months I think and Ultimate was the culprit. Anyway for those too young to remember, Jet Set Willy II was the follow up to Manic Miner (The II is misleading – it was just an enchanced version of Jet Set Willy). It involves moving a very very tiny little man around a not-very-impressive series of screens, collecting empty glasses. Graphically, these days it will make you laugh.

Still, playing the game again after all these years one point did strike me – the gameplay is still pretty excellent. There are some occasions where your position has to be pixel perfect if you went to survive. You might still get into it but don't expect it to look nice. .■

65%

POOLS

UTILITY Label: **Basic Software Services** Author: **Y Douglas** Price: **£79.95/£84.95** Memory: **48K/128K** Joystick: **n/a** Reviewer: **Chris Jenkins**

Mediocre pools prediction program at an unbelievably insane price

POOLS is a football pools prediction program supplied on a single cassette for the 128K version, or two cassettes – for a staggering £5 extra – if you want a 48K version. The two programs, though, are essentially the same. A series of plain text menus prompts you to enter the results for any number of teams, for any number of previous games. From all this info, the program calculates a set of odds and forecasts the results for future games – completely failing to take into account any factors such as weather, player changes, substitutions and so on.

If it was presented as an amusing

entertainment for £1.99, POOLS might be worth a laugh. At £79.95, it's hard to judge whether the author or any purchasers are the more barmy■

12%

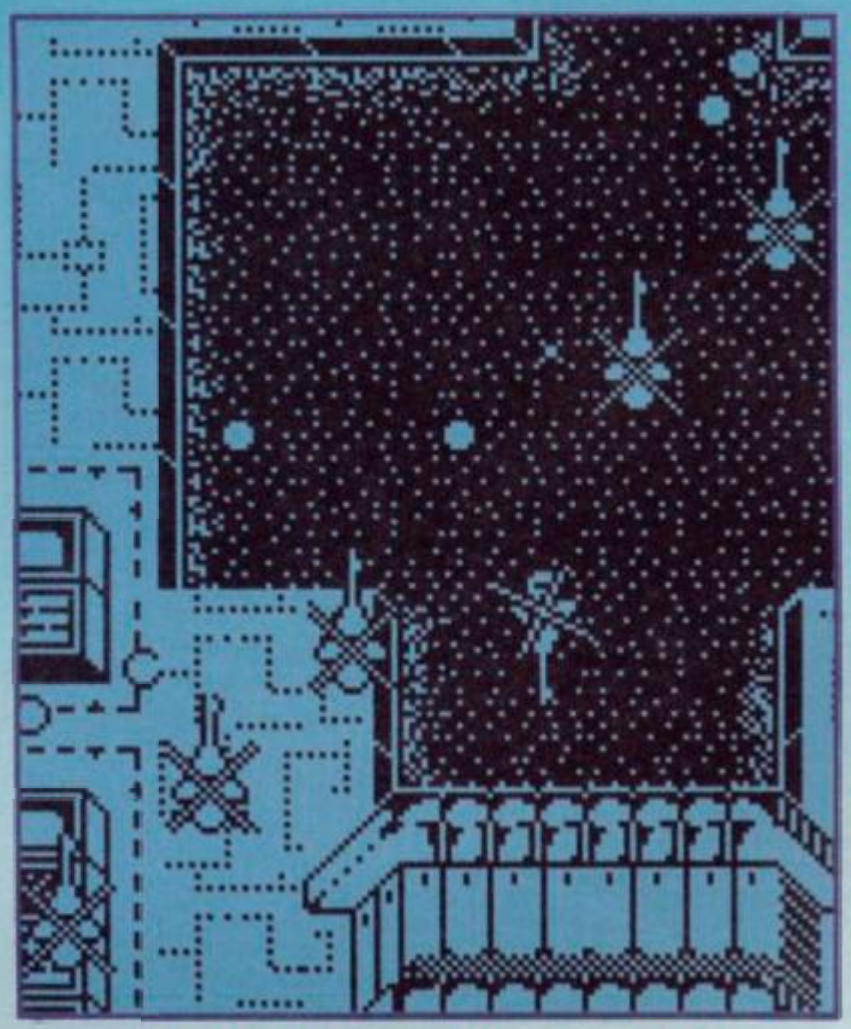
TYPHOON

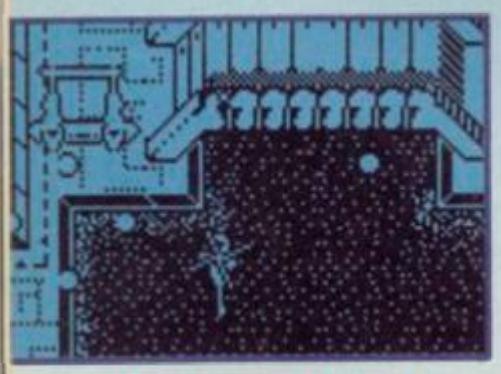
When someone first breathed breathlessly (?) in my ear "The conversion of Typhoon is here", my first reaction was "Who? What? When?" Then I thought of Hurricane Gilbert, laughed a bit, and then I thought "Oh. Must be an arcade game I've never heard of."

Typhoon is a little known (to my knowledge) Konami arcade game that we also had a demo of on our Megatape 8. The game is thus. Fly forward Afterburner-fashion for a bit, blow up a mothership, fly forwards Flying Shark-fashion for a bit, blow up another mothership, fly

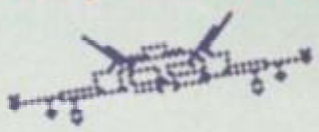
upwards a bit more, do a bit more flying forward, blow up a few more more things and then you've done the game. Well, actually it's a bit more than that.

Typhoon is actually two games stuck together and, unfortunately, neither are in any





serious danger of going anywhere above the the "Oh, that's pretty OK" mark on the SU Commentometer. The first section, as I said before, is an Afterburner jaunt down through the various cloud layers until you emerge above an aircraft



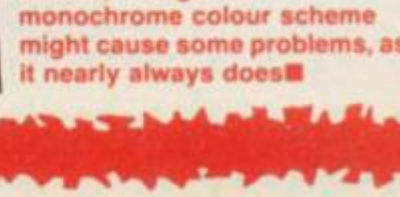
carrier, somewhere out at sea.

As you fly groundward, waves of enemy fighters emerge from the clouds and launch missiles at you, which are pretty easily avoided. Past all the fighters and on to the carrier, the idea is to get in about five direct hits on the missile launcher, which is a bit more tricky considering that the launcher is doing it's job (launching missiles) so you have to get between the missiles, fire, and then get out.

A moan about the graphics on this section. The update of the sprites is quite smooth, but the update on the backdrop is terrible. Whether this is close to the arcade I don't know, but it's still terrible. Also, the plane still holds it's completely horizontal position. How odd!

The second level is the one we were lucky enough to get on Megatape 8, the Flying Shark level. You now have left your F-14 behind and are flying a helicopter over a long vertically scrolling landscape that gradually gets more and more heavily defended until you reach the mothership at the end, which is no more than an electric barrier, erected to stop you from passing. This needs to be shot down by continual bombardment while you avoid the waves of planes and helicopters that fly on from all four sides, fire at you, and then fly away again. On top of all that, there are ground turrets that have to be bombed by pressing B on the keyboard.

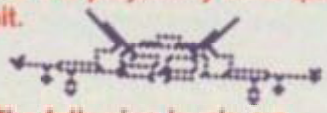
At some point during this stage, icons float from top to bottom. Collect these and you get an extra weapon, from a Vulcan (?) through things like lasers (very useful), 3-way fire, smart bombs and missiles. The



smart bomb is a pretty handy thing to have because it kills everything on screen, including bullets.

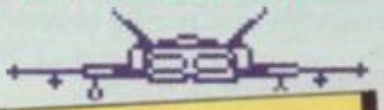
This level is difficult. Not because there's a lot of frantic activity going on at the same time, nor is it because of the response (which is very good),

but because of the colour system used – blue and black – which makes it very difficult to see bullets, the enemy, yourself, the score, the TV/monitor . . . or in fact anything else. This does tend to lower the playability level quite a bit.



The following levels are merely the first and second repeated in different orders.

Typhoon is quite a good game and one well worth taking a look at, though the monochrome colour scheme might cause some problems, as it nearly always does■



FAX BOX

ARCADE REVIEW

TYPHOON Label: **Imagine** Author: **Steve Lamb/Alison Jeftha** Price: **£7.95** Memory: **48K/128K** Joystick: **Various**

GRAPHICS	SOUND
73	69
PLAYABILITY	LAST ABILITY
74	71

A nice bit of blasting, though the colour scheme makes it a little unplayable.

Reviewer: Tony Dillon

OVERALL **72**

10 20 30 40 50 60 70 80 90

ROMANTIC ROBOT present

THE YEAR OF THE ROBOT

GENIE works with MULTIPRINT, MULTIFACE 1 and MULTIFACE 128 only.

GENIE

GENIE can disassemble ANY RUNNING program at ANY point.

Install GENIE into MULTIFACE or MULTIPRINT. LOAD any program, RUN it. STOP it whenever you wish and let GENIE disassemble it. GENIE can also DUMP to printer, SEARCH and FIND text, op-codes, VIEW and ALTER contents of memory or Z80 registers, etc.

Essential for any mcode user.

£44.95

VIDEOFACE

VIDEOFACE digitiser turns pictures from a video camera or recorder into standard hi-res Spectrum screens.

Screens can be copied to printer, incorporated into other programs, saved to tape/m drive/disk, animated (6 different screens can be held by VIDEOFACE and changed as you wish).

VIDEOFACE is menu-driven, fast and very easy to use – all you need is a Spectrum, COMPOSITE VIDEO signal and a lead.

You can even adjust the grain (the black and white ratio) and create special effects! VIDEOFACE is a unique, most useful and powerful add-on.

ONLY £6.95

LIFEGUARD

LIFEGUARD IS AN INFINITE LIFE FINDER. INSTALL IT INTO THE MULTIFACE ONE OR 128, LOAD ANY GAME AND LET LIFEGUARD LOOK FOR INFINITE LIVES, AMMO, ETC. ONCE IT FINDS IT YOU'LL WIN AGAIN AND AGAIN...

INFINITE LIVES FINDER

THE ULTIMATE SPECTRUM PARALLEL PRINTER INTERFACE.

MULTIPRINT

INSTANTLY usable (software in ROM). LLIST, LPRINT and COPY plus a unique FREEZE BUTTON to stop any program and change any printing parameter (incl. COPY sizes & types, LINE feed, width, spacing, all margins, etc.) any time. Also fully PROGRAMMABLE in BASIC. Menu-driven, a JOY TO USE. Built-in MULTI-TOOLKIT. With 1.2m printer cable.

MULTIFACE – THE ESSENTIAL SPECTRUM COMPANION

multiface one + 128

MULTIFACE can stop ANY program at ANY point and COPY it to disk/cartridge/wafer/tape. It works every time, is FULLY automatic, menu-driven, user-friendly, idiot-proof. Absolutely EASY to use – just load a game, push a button to FREEZE it and let MULTIFACE COPY it. Option to SAVE and COPY screens. Most efficient COMPRESSING. Built in unique MULTI-TOOLKIT – essential for poking, hacking, etc. 8K RAM-extension – vital for GENIE, LIFEGUARD, etc.

MULTIFACE 1 has a joystick interface and works in 48K mode. MULTI-FACE 128 (not for Wafadrives) in 48 & 128K mode. Disciple and +D versions on request.

"A GOOD REASON TO BUY SPECTRUM +3" *(Crash)*

"If you want to use commercial Spectrum software with the Plus 3 you MUST also buy a Romantic Robot Multiface 3, or Amstrad's disk drive will be useless with commercial software. The Multiface 3 is the ONLY reliable way to copy Spectrum programs to disk."

(Computer Shopper)

"Any 128K+3 owner will find it a wonderful device, indispensable even."

(Sinclair User)

"THE PLUS 3 DISC SOLUTION" *(Sinclair User)*

multiface 3

THE ONE AND ONLY FULLY AUTOMATIC TAPE AND DISC COPIER

THE YEAR OF THE ROBOT · BE PART OF IT

I enclose a cheque/PO for £ .....

or debit my [Access] [Visa] No .....

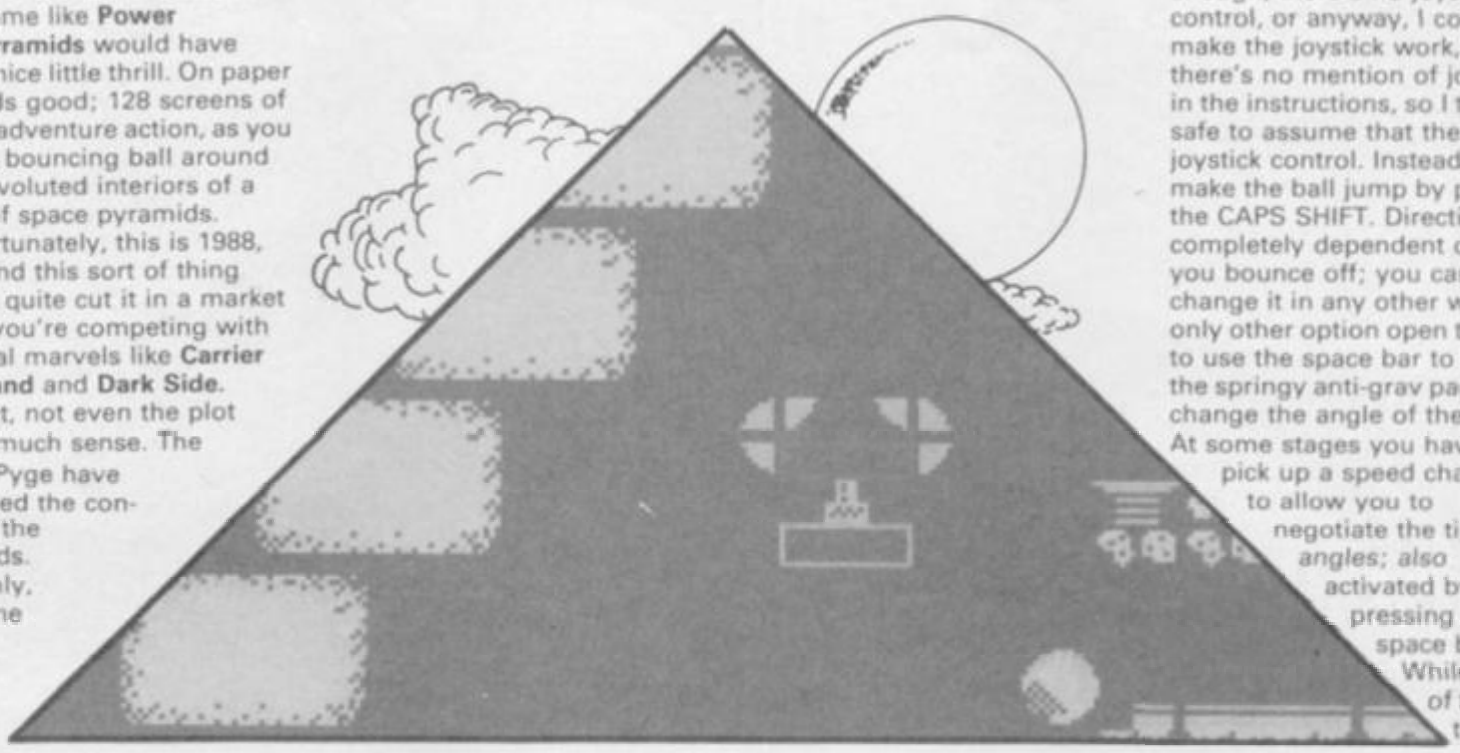
Name ..... Card expiry .....

Address .....

+ p&p to UK & Europe	£ 1.00 ☐	Overseas	£ 2.00 ☐
MULTIFACE ONE	£ 39.95 ☐	MULTIFACE 128	£ 44.95 ☐
GENIE ONE	£ 9.95 ☐	GENIE 128	£ 9.95 ☐
MULTIFACE THREE	£ 44.95 ☐	M3 w/through port	£ 49.95 ☐
MULTIPRINT	£ 39.95 ☐	VIDEOFACE DIGITIZER	£ 44.95 ☐
LIFEGUARD	£ 6.95 ☐	MUSIC TYPEWRITER	£ 7.95 ☐
SPECTRUM +3 DISCS	£ 2.75 ☐	SPEC. +3 TAPE LEAD	£ 2.95 ☐

ROMANTIC ROBOT UK LTD 54 Deanscroft Ave, London NW9 8EN ☎ 24 hrs [Access] [Visa] 01-200 8870 SU

POWER PYRAMIDS



There was a time when a game like **Power Pyramids** would have been a nice little thrill. On paper it sounds good; 128 screens of arcade-adventure action, as you guide a bouncing ball around the convoluted interiors of a series of space pyramids.

Unfortunately, this is 1988, guys, and this sort of thing doesn't quite cut it in a market where you're competing with technical marvels like **Carrier Command** and **Dark Side**.

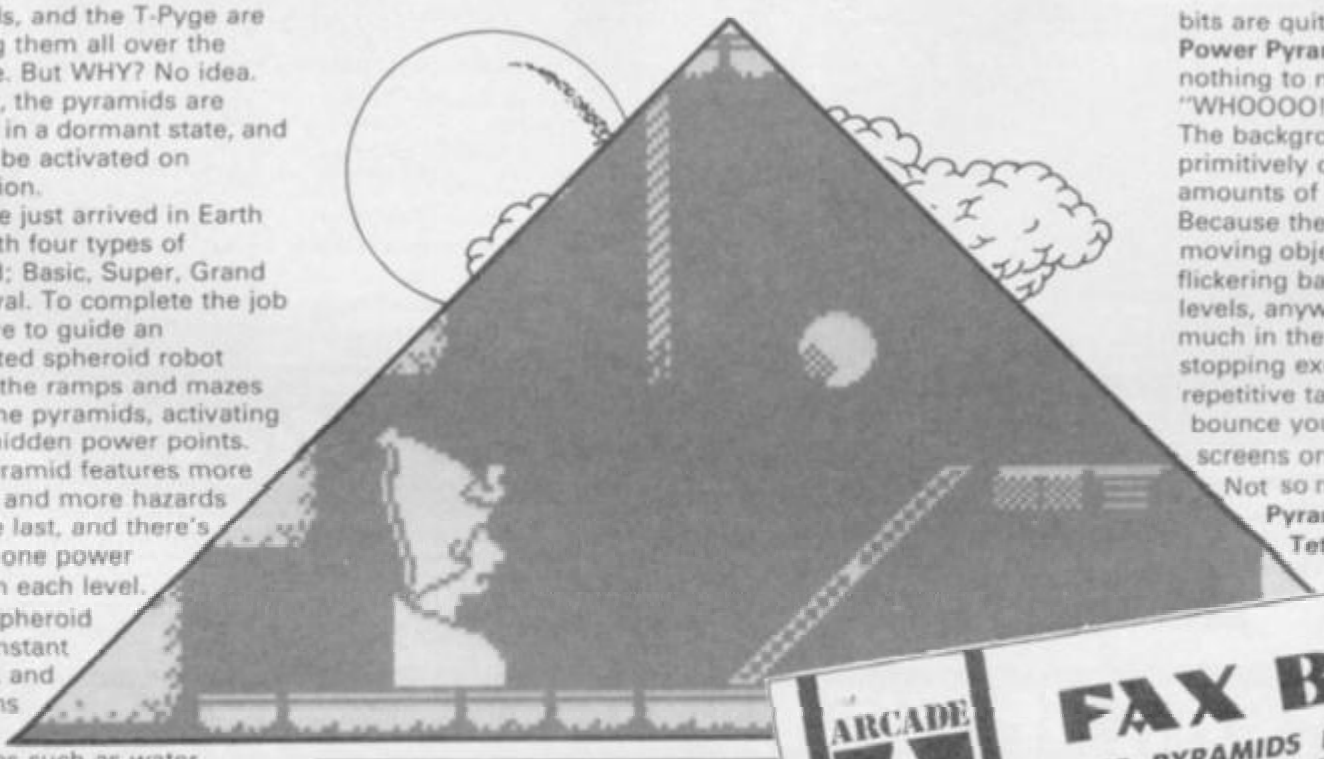
In fact, not even the plot makes much sense. The alien T-Pyge have developed the concept of the Pyramids. Suddenly, everyone wants Pyramids, and the T-Pyge are shipping them all over the universe. But WHY? No idea. Anyway, the pyramids are shipped in a dormant state, and have to be activated on installation.

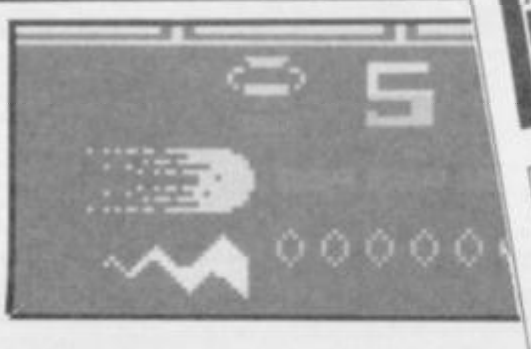
You've just arrived in Earth orbit with four types of Pyramid; Basic, Super, Grand and Royal. To complete the job you have to guide an automated spheroid robot around the ramps and mazes inside the pyramids, activating all the hidden power points. Each pyramid features more screens and more hazards than the last, and there's at least one power point on each level.

The spheroid is in constant motion, and collisions with obstacles such as water, daggers, sparks and spikes cause it to lose energy. However, there are boosters which will recharge your energy when you dock with them, anti-grav pads which fling you high into the air when you activate them, and transporter spondules which whizz you to new locations. Strangely enough, there's no joystick control, or anyway, I couldn't make the joystick work, and there's no mention of joysticks in the instructions, so I think it's safe to assume that there's no joystick control. Instead, you make the ball jump by pressing the CAPS SHIFT. Direction is completely dependent on what you bounce off; you can't change it in any other way. The only other option open to you is to use the space bar to activate the springy anti-grav pads, or to change the angle of the ramps. At some stages you have to pick up a speed changer to allow you to negotiate the tighter *angles; also* activated by pressing the space bar.

While some of the little tricky bits are quite fun to work out, **Power Pyramids** has absolutely nothing to make you go "WHOOOO! Look at THAT!" The backgrounds are primitively drawn, with large amounts of black space. Because there aren't any moving objects except your flickering ball (on the early levels, anyway), there isn't much in the way of heart-stopping excitement; just the repetitive task of trying to bounce your way through the screens one after another.

Not so much **Power Pyramids**, more **Tacky Tetrahedrons**■





FAX BOX

ARCADE REVIEW

POWER PYRAMIDS Label: **Grandslam**
Author: **Julian Skelly** Price: **£7.95** Memory: **48K/128K** Joystick: **none**

Underwhelming arcade adventure with more quantity than quality

GRAPHICS	SOUND
41	32
45	43
PLAYABILITY	LAST ABILITY

Reviewer:

OVERALL **42**

THE SPORTING COMBINATION

GREAT XMAS OFFER – ALL COMBINATION ORDERS REDUCED IN PRICE

RUGBY FIFTEEN NEW **£6.95**

Captain your team in League and Cup + pick your playing position + select your team from 12 club sides + individual assessment of strength, speed, tackling, kicking and natural ability for 30 named players + 12 League clubs + full assessment of opponents + team selection from two squads of players + match play with full 80 mins, tries, penalties, drop goals, missed chances, named scorers, substitutes, injuries, other match scorers + full League tables + season fixtures/results + seasons honours list + promotion + relegation + sacking + save game. Plus much more.

FOOTBALL FEVER £6.95

Take the ultimate soccer challenge of managing a team to win the League title; FA Cup; Cup Winners; European Cup + full 90 mins of play + named goal scorers + suspensions + injuries + booking + sending offs + penalties + substitutions + cup replays + other league scorers + full League tables + relegation, promotion and season honours + rename players + transfer market + players goal tally + save game plus much more.

CRICKET CHALLENGE £6.95

Captain one of the 17 county sides in a one-day 60-over cup competition. Six group/final round matches. Individual assessment of over 250 named players. Fast, slow, medium paced bowlers. Team selection and decisions on the field regarding batting, bowling and fielding tactics will determine result. Batting/bowling analysis. Scorecard. Pitch analysis. Full match play. Save game + much more.

THE RACING GAME £6.95

An exciting game designed for the horse racing enthusiast. Manage your horses to win group, graded or open races. Form, fitness, going, distance all affect results. Full betting market. Races over 5F to 2 miles. Weekly training sessions. Pre-race reports. Stewards enquiries. Rename horses. Three levels of play. Save game. Watch them race.

DISK FOR SPECTRUM +3 – ALL FOUR GAMES ON ONE DISK EXCELLENT VALUE ~~£19.95~~ £16.95

TAPE FOR ANY SPECTRUM – COMBINATION OFFER – ANY TWO TAPES ~~£12.95~~ £10.95 ANY THREE TAPES ~~£16.95~~ £14.95 ANY FOUR TAPES ~~£19.95~~ £16.95

ALL ORDERS SENT FIRST CLASS POST

Send cheque/P.O. to:

TANGLEWOOD SOFTWARE

157 WARWICK ROAD, RAYLEIGH
ESSEX SS6 8SG
Proprietor: J. MOSS

ONE OF THE BIGGEST SELLING GRAPHIC PROGRAMS

CRASH *SAID* – Clearly Superior (to Art Studio)

YS *SAID* Just when you thought it was safe to buy Art Studio

IT EVEN HAS A DEMO MODE !!

SINCLAIR USER Beats the Art Studio & the Artist – puts Art Studio to shame

Fast & easy to use – Animator1's great addictive fun for the hobbyist – yet so powerful it's used by software houses. Find out why it's one of the biggest selling . . .

POSTER MACHINE
Produce Posters and Banners of all shapes and sizes (HIGHLY ADDICTIVE!)

Poster Machine	£5.95
Animator1 (48/128)	£12.99
Animator1+D/Deciple	£14.95
Animator1+3	£19.95
Spanish Manual	£9.95

HIGHLY ADDICTIVE!

SOFTCAT

AVAILABLE AT YOUR LOCAL STOCKIST OR DIRECT THROUGH OUR FAST MAIL ORDER (P&P FREE (export add £2.00)) CHEQUES / P.O.'s PAYABLE TO SOFTCAT MICROS, DEPT. P70 GATEWAY HO. 78 WATERS DRN, MACCLESFIELD, CHES. SK11 6OH

HOTLINE 0625 615379

SHEKHANA MAIL ORDER SERVICES – ESTAB SINCE 1978

ACCESS — ORDER BY CREDIT CARD LINE 01-348 2907 — 24 HRS — VISA

Spectrum Title	Our Price
1943 – D3	7.25
4 X 4 Racing	7.25
Action Force II	6.75
Action Service	7.25
Adv Art Studio	17.99
After Burner – D2	7.50
Alien Syndrome	6.75
Animator I	9.99
Annals of Rome	9.99
Arcade Force Four	6.99
Arkanoid II – D2	6.30
Artist II – 128K	15.99
Artist II – 48K	12.99
Artist II – + 3 disk	15.99
Artura – D2	6.40
Barbarian II – D2	7.50
Bards Tale – D3	7.99
Batman – D2	6.30
Battfield Germany	9.99
Bionic Commandos – D3	7.25
Black Lamp – D1	5.50
Black Tiger – D3	7.99
Bubble Bobble – D1	5.50
Buggie Boy	5.50
Butche Hill – D2	6.40
Carrier Command – D2	10.99
Cybernoid II – D2	6.40
Dandy	6.75
Dark Fusion – D2	6.40
Dark Side – D2	7.50
Double Dragon	7.50
Dragon Ninja – D2	6.30
D. Toms Olympics – D3	7.50
Echelon – D3	7.99
Elite	7.50
Empire Strikes – D2	7.50
Espionage – D1	6.75
Exploding Fist +	6.30
Fist + Throttle – D2	9.99
Flying Shark	5.50
Football Director	7.50
F. Director 2 – D4	14.99
F. Manager II – D2	7.50
F. Brunos Box – D3	9.99
Flintstones	6.75
Game Over 2 – D2	7.25
G. Set + Match 2 – D3	9.99
Garfield	7.99
Gauntlet II – D2	7.25
Guerilla War – D2	6.30
Guild of Thieves + 3	9.99
Gunship – D2	7.50
G.I. Hero	6.30

Spectrum Title	Our Price
Lineker Hotshot – D3	6.40
Linekers Skill – D3	6.40
Linekers Soccer – D3	6.40
Ikari Warriors – D2	6.75
Imp. Mission 2 – D2	7.25
Intensity	6.30
Jail Break	2.99
Jewels of Darkness	9.99
Jinxter + 3 disk	9.99
Inter. Karate +	7.50
Knight Orc	9.99
Konami Coll – D3	7.50
Krylis	6.30
Lancerlot – D4	11.99
Led Storm – D3	7.99
Live + Let Die – D2	7.50
Magnificent 7 – D3	7.50
Motor Massacre – D2	6.40
M.O.T. Universe – D3	2.99
Nemesis	2.99
Night Raider – D3	7.99
Mansells Racing – D3	7.99
Ocean Competition – D3	9.99
OCP Art Studio	9.99
Oops	7.50
Operation Wolf – D2	6.30
Outrun – D3	7.25
Overload – D2	7.50
Pacland	6.75
Pacmania	6.75
Pegasus Bridge	9.99
Peter Beardsley	6.75
Psycho Pigs Uxb – D3	7.99
Question Sport – D2	11.99
Rambo III – D2	6.30
Rastan	5.50
Red October	10.99
Road Blaster – D3	7.25
Robocop – D2	6.30
Roy of Rovers – D2	6.30
R-Type – D2	7.50
Salamander	5.50
Samaurai Warrior	5.50
Savage	6.30
Shackled – D3	7.50
Silicon Dreams	9.99
Soldioer of Fortune	6.30
Soldier of Light	6.30
Sorcerer Lord	9.99
Stalingrad – D2	7.50
Starglider – D3	9.99
Summer Olympiad	5.50
Super Sports – D2	6.40

Spectrum Title	Our Price
Taito Coin Ops	9.99
Target Renagade – D2	6.30
Techno Cop – D2	6.30
The Double	7.99
The Fury – D3	7.99
The Games – D3	7.25
The Pawn – 128K	9.99
Theatre Europe	4.99
Thunder Blade – D3	7.99
Thunder Cats – D2	6.30
Tiger Road – D3	7.99
Time Stoodstill – D2	5.50
Time + Magick – D2	11.99
Times of Lore – D2	7.99
Total Eclipse – D2	7.50
Track Suit Manager	7.50
Typhoon – D2	6.30
Untouchables – D2	6.30
Victory Road – D2	6.30
Vindicator – D2	5.50
Virus – D1	5.50
Vulcan	7.50
We are Champs – D3	7.50
Wec Le Mans – D2	6.30
Whirligg – D1	6.30
Zulu War	7.50

**** JOYSTICKS/ACCS ****	
Ram Turbo	14.99
Plus + 2/+3 Cover	4.99
Plus 2 Lead	4.99
Plus 3 Cass Lead	4.99
Multiface 128K	39.99
Multiface 3	39.99
Multiface 3 + T. Port	44.99
Dual Port T/Face	12.99
Interface + 3	9.99
Kempston Interface	7.99
Cruiser Jistick	11.99
Cruiser Clear	9.99
Tac 5 Jistick	12.99
Tac 2 Jistick	9.99
Predator Jistick	11.99
Navigator Jistick	13.99
Konix Jistick	9.99
Konick – Auto	10.99
Comp Pro 5000 Black	12.99
Comp Pro 5000 Clear	13.99
Comp Pro 5000 Extra	14.99
Quick Shot II	7.99
Quick Shot Turbo	11.99
Cheetah Mach I	13.99
Cheetah 125 +	7.99

*** SEGA SYSTEM ***	Our Price
Master System	79.95
Master System Plus	99.95
Mastersuper System	129.95
Lightphaser + cart	44.95
3D Glasses	39.95
Control Stick	14.95
Control Pad	6.95
Rapid Fire Unit	5.95
Konixs Joystick	12.99
Quickshot 15 Jistick	14.99
Action Fighter	22.95
After Burner	24.94
Alex Kidd	22.95
Alex Kidd – Lost Stars	24.95
Alien Syndrome	24.95
Astro War/Pitpot	22.95
Aztec Adventure	22.95
Bank Panic	14.95
Black Belt	22.95
Blade Eagle 3D	24.95
Captain Silver	24.95
Choplifter	22.95
Cube Zone	22.95
Double Dragon	24.95
Enduro Race	22.95
F 16 Fighter	14.95
Fantasy Zone	22.95
Fantasy Zone II	24.95
Gangster Town	22.95
Ghost House	14.95
Global Defence	22.95
Golvellius	24.95
Great Baseball	22.95
Great Basketball	22.95
Great Football	22.95
Great Golf	22.95
Great Volleyball	22.95
Kensaiden	24.95
Kung Fu Kid	22.95
Lord of the Sword	24.95
Maze Hunter 3D	24.95
Miracle Warrior	32.95
Missile Defence 3D	24.95
Monopoly	29.95
My Hero	14.95
Outrun	24.95
Outrun 3D	24.95
Penguin Land	29.95
Phantasy star	39.95
Power Strike	22.95
Pro Wrestling	22.95
Quartet	29.5R
Rescue + Mission	22.95

*** SEGA SYSTEM	Our Price
Rocky	24.95
Secret Command	22.95
Shanghai	22.95
Shinobi	24.95
Shooting Gallery	22.95
Space Harrier	24.95
Space harrier 3D	24.95
Spy v Spy	14.95
Submarine 3D	24.95
Super Tennis	14.95
Teddy Boy	14.95
The Ninja	22.95
Thunderblade	24.95
Wonderboy Monsterland	24.95
Wonderboy	22.95
World Grand Prix	22.95
World Soccer	22.95
Y's	32.95
Zaxxon 3D	24.95
Zillion	22.95
Zillion II	22.95
*** NINTENDO SYSTEM ***	
Control Deck	99.99
Deluxe Control Deck	149.99
Robot	49.99
Zapper Gun	24.99
Donkey Kong 3	19.99
Donkey Kong	19.99
Popeye	19.99
Tennis	24.99
King Fu	24.99
Urban Champion	24.99
Pinball	24.99
Soccer	24.99
Super Mario Bros	24.99
Golf	24.99
Clu Clu Land	24.99
10 Yard Fight	24.99
Ice Climber	24.99
Baseball	24.99
R.C. Pro Am	29.99
Wrecking Crew	29.99
Wild Gunman	29.99
Gumshoe	29.99
Hogans Alley	29.99
Duck Hunt	29.99
Excitebike	29.99
Mach Rider	29.99
Mike Tysons Boxing	29.99
Metroid	29.99
Pro Wrestling	29.99
Stack up	34.99
Legend of Zelda	39.99

**** SPECIAL OFFERS ****

RAMBO 3	£6.30
RAMBO 3 – disk	£10.99
Double Dragon	£7.50
After Burner – cass	£6.99
After Burner – disk	£10.99
Operation Wolf – cass	£6.30
Operation Wolf – disk	£10.99
Thunderblade – cass	£7.99
Thunderblade – disk	£12.99
Carrier Com'd – cass	£10.99
Carrier Com'd – disk	£10.99
R-Type – cass	£7.50
R-Type – disk	£10.99

TITLES TO CLEAR
ALL AT ONE PRICE
£2.99 EACH

NEMESIS, QUAZATRON, RAMBO, INTER KARATE, FIGHTING WARRIOR, FIGHTER PILOT, HEARTLAND, SHAKE, WINTER GAMES, ROBOT MESSIAH, RYGAR, HEAD OVER HEELS, FALCON, BLOCKBUSTERS, V, ENIGMA FORCE, RANA RAMA, GAMBLER, MAG MAX, DYNAMITE DAN, ZOIDS, RAID OVER MOSCOW, WHAM, 48K, MATCH POINT, AVENGER, JET SET WILLY, SAMURAI, SAM CRUISE, GHOST + GOBLIN, NOW GAMES 3, EAST ENDERS, BALLBLAZER, MATCH FISHING.
Please not these are in short supply so please give alternative choices

ALSO AVAILABLE ON DISK FORMAT: D1 – £9.99 D2 – £10.99 D3 – £12.99 D4 – £14.99

MAIL ORDER CUSTOMERS
Please make cheque/PO payable to: S.C.S. (SU) 655 Green Lanes, Lodnon N8 0QY. P&P included in the UK. EEC add £1.00 per item, elsewhere add £2.00. Add £5 for all machines (UK only). Please give alternative choice in case items are out of stock. Tel: 01 348 2907, 340 8565.

PERSONAL CALLERS
Callers can pick up software at our branches at: 221 Tottenham Court Road, London W1R 9AF (nr Goodge Street Stn.) or 655 Green Lanes N8 0QY (nr Turnpike Lane Stn) on production of this advert we will give you 10% off the RRP Software which appears on this advert (except Sega + Nintendo)

CREDIT CARD HOLDERS
Access and Visa Card Holders ring: 01 348 2907, 01 340 8565, 01 631 4627. Credit Card orders despatched same day subject to availability. Please note we also stock telephones, cordless, accessories, Answer Fax, Copier, Calculator machines. Tel: 01-436 9580

DEAN THE B
AND THE BUS ST

Before the towers of Atlantis sunk beneath the ocean, before the time of the Empire of Brook-Side, there lived Dean the Barbarian, a man of gigantic melancholies, gigantic mirth, and gigantic spots. Dean, whose feats were legendary, as were his arms. You can now relive Dean's greatest adventure, as you take the role of the hero in DEAN THE BARBARIAN AND THE BUS STATION OF DOOM!

Read the opening paragraph, then follow the instructions to find out which paragraph to move to next.

If you come into combat with any of the evil denizens of Mil-ton-keenz, you must follow this procedure: 1) Toss a coin. 2) Look at it. 3) Call heads or tails. 4) If you won your battle, follow the instructions in the next paragraph. If you lost, you really must be incredibly stupid.

Your aim is to complete the Seven Labours of Dean and return to Castle Deans-holme in time to catch Neighbours. All right, get on with it.

Lo, it was the Month of the Wounded Antelope when Sylvia, Mother of Dean the Barbarian, did summon him into the Living Room and charge him with seven great quests. "Dean", quoth she, "get thee to Mil-ton-keenz and return not until thou hast completed seven great quests. Any seven great quests will do. Oh, and get 20 Benson & Hedges for your old Mum."

Dean did hie himself to the Bus Station of Doom, and from there did set forth on his adventure.

0

Above the Bus Station of Doom were seven mystic signs, each the number of a magic om-ni-bus. Choose the bus service and move to the like numbered paragraph.
1) To ye Electronic Shoppes, where ye may repair thy damaged Spectrume. 2) To ye Coin-op Arcades. 3) To ye Software Shoppes. 4) To ye newsagents. 5) To ye Record Shoppes. 6) To ye Foodstores. 7) To ye Clothing Shoppes.
Once you have completed all the seven challenges, go ye to 29.

1

Your Spectrum is ill, and your first great task is to have it repaired. Three repair shoppes meet your heroic gaze. One is a Dixonnes Electrical Shoppe, a plastic castle, festooned with bright banners and posters. A drooling, deformed idiot mans the drawbridge. He wears a badge saying "MANAGER". If you decide to go in, go to 23.

To the left is a small, shabby shop marked "MR SHABBY'S SHOPPE". A sign reads "We fix computers proper, dead cheap". In the doorway stands Mr Shabby, a shortsighted dwarf. If you choose to go in, turn to 24.

To the right is Castle Amstrad. Grinning gargoyles line the parapets. Corpses hang from the battlements. The armoured figure of Baron Sugar grins at you from a turret. If you really, really think it's a good idea to go in, go to 25.

2

Magic bus 2 takes you to the coin-op arcades. There you face a fearsome choice. Will you put your 10p into Afterburner? (Turn to 8). Will you put 10p into the strange, unmarked black cabinet standing mysteriously at the back of the arcade . . . ooo-eee-oooh! (Turn to 9). Or will it be the latest coin-op sensation, Alien Slug Death? (Turn to 10).

3

Bus 3 takes you to the Bigge Softwasre Shoppe. The range of products available is staggering. There are three of them. (It must be H W Smitheys.) Which will you buy – *Big Film Licence and the Temple of Profit* from Gilsoft at £10.95 (go to 11), *Mr Wibble* from Happisoft Games at £1.99 (go to 12) or *190 Complete Dodos Compilation* from Gilsoft at £113.98 (go to 13)?

4

At the newsagents. Now is that crucial time in your quest when you choose which magazine to buy. Which is it to be? *Cosmopolitan?* (go to 14.) *Sinclair User?* (go to 15). Or some lesser computer magazine, printed on earth-closet paper and written by fairies? (Go to 16, though I warn you, you won't like it).

5

At the Virgin Megabuck, hundreds of glossily-packaged vie for your attention. Which will you buy? Something by Stock, Aitken and Waterman, because "I know the artists are disposable but don't they have admirable production values"? (turn to 17). A James Brown classic (turn to 18). Or *We're All Acid Crazy Bonkers* by Doped-up Larry and the Smiley House People? (turn to 19).

6

At ye Foodstores, a wonderment of fried, baked, braised, grilled, microwaved and underdone nourishment hangs floppily from the food-vendors' stalls. At the left stands Elfin Jim the Butcher. "I got meat pies, meat sandwiches, meat rolls, meat on a stick, meat paste, meat cutlets and meat" he bawls. If you feel like a bit of meat, turn to 20. In the centre is The Silver Pixie Health food shop, festooned with buttercup cakes, daffodil burgers and watercress salad. If you like rabbit food, turn to 21. To the right is Mac Donagall's, where a hideous dwarf

FOR A LONGER LASTING, SENSORY BLASTING, EARTH SHATTERING EXPERIENCE...

CBM 64/128
£9.99 CASSETTE
£14.99 DISK

SPECTRUM
128 ONLY
CASSETTE £7.99
DISK £12.99

Screen shots from CBM 64/128 and Spectrum versions.

...GET YOUR TEETH INTO...

"THE MUNCHER"

COMPUTER GAME

EVEN TASTIER THAN St PAUL'S

GREMLIN GRAPHICS SOFTWARE LTD. ALPHA HOUSE. 10 CARVER STREET. SHEFFIELD S1 4FS. TEL: 0742 753423

SINCLAIR User

ARTURA

POSTER No 20
DECEMBER

Lift staples carefully to remove poster

RAM

Spectrum

PERIPHERALS with PERFORMANCE...

MUSIC MACHINE

- ★ Sound Sampler, Drum Machine, Midi Interface in one Unit
- ★ Complete with Headphones, Microphone and Instructions
- ★ Demonstration Cassette also included
- ★ Fast Menu-Driven Screens

£49.95 INC. VAT

DKT CENTRONICS INTERFACE

- ★ Compatible with all Parallel Centronics Printers
- ★ Complete with Printer Cable
- ★ Microdrive Compatible
- ★ Supplied with full Instructions and Controlling Software

£29.95 INC. VAT

DKT LIGHT PEN

- ★ Produce High-Res Drawings on your TV
- ★ 16 Pre-Defined Commands
- ★ Change Colour
- ★ Animate, Draw Circles, Arcs, Boxes, Lines or Freehand

£14.95 INC. VAT

RAMPRINT

- ★ Built-in Ramwrite 'Instant Access' Word Processing
- ★ Complete with Centronics Printer Cable
- ★ Interfaces with most Centronics Type Printers
- ★ Built-in Joystick Port (Kempston Compatible)

£34.95 INC. VAT

RAM MK2 INTERFACE

- ★ Single Joystick Port
- ★ Kempston Compatible
- ★ 12 Month Guarantee
- ★ Probably the most popular Joystick Interface ever

£9.95 INC. VAT

RAM TURBO INTERFACE

- ★ Dual Joystick Ports
- ★ ROM Cartridge Slot
- ★ Reset Button
- ★ Kempston Compatible

£12.95 INC. VAT

RAM DELTA JOYSTICK

- ★ Six Microswitches
- ★ Auto-Fire
- ★ 2 Year Guarantee
- ★ Joystick Interface required for Spectrum

£9.99 INC. VAT

HOW TO ORDER

★ *BY TELEPHONE* — 0252 850085/850031. ACCESS/VISA Cardholders welcome.
★ *BY POST* — RAM Electronics (Fleet) Ltd., Unit 16, Redfields Industrial Park, Redfield Lane, Church Crookham, Hants GU13 0RE
Cheques payable to 'RAM Electronics (Fleet) Ltd.'

RAM Products are also available from Boots · Tandy · W.H. Smiths and other Good Computer Stockists.

BARBARIAN
STATION OF DOOM

chains up little children and rams plastic burgers down their throats while singing a happy song about defoliating South America. To visit MacDonagall's, turn to 22.

7

At the clothes shoppes. Now it is time to equip yourself for further adventuring. Do you pick: A Millet's parka, flared jeans, Marks & Spencer bri-nylon shirt and Mr Byrite codpiece (turn to 26) A Smiley T-shirt, baseball cap, bandana, baseball boots, mirror shades and matching flamethrower (turn to 27). Or a Burton's suit (of armour) with flared gusset, daringly fluked greaves and seriously rad wide lapels (turn to 28).

8

At the arcade, you put your 10p into Afterburner, and stand stupefied when you realise that it costs £11.95 per game. That was a waste of money, wasn't it? As you trudge home you are knocked over and killed by an elephant.

9

You put your money into the strange black box, and are rewarded by a torrent of glistening coins. Again and again you insert money, and each time you are rewarded with a fountain of wealth. Well pleased, you return to the bus station for your next guest, pausing only to brush aside the cobwebs which hide the mystic runes on the box; "CHANGE MACHINE . . ."

10

Alien Slug Death lives up to its name. A gigantic alien slug emerges from the cabinet, wraps you in its slimy tentacles and bores you to death by insisting on discussing the Poll Tax. You are dead. Bet you're sorry now.

11

Big Film Licence and the Temple of Profit contains a sticker, a badge, a membership card for the Gloatsoft Glee Club, a money off voucher, a poster, a false rubber nose, a sachet of dehydrated turnip and a small glob of green putty. There's no space inside for the game. You have failed in your quest, and must disembowel yourself with a garden implement.

12

Mr Wibble is such a marvellous game that you faint with ecstasy, and dream that Sabrina, Bananarama and Kim Wilde are all massaging custard into your quivering body. You set off back to the Bus Station with renewed vigour. Perhaps you ought to go shopping for a new pair of trousers next.

13

190 Complete Dodos turns out to be just that, and you bitterly regret being led astray by the picture on the cover showing Princess Stella struggling into her see-through plastic space bikini. Your money gone, you return home defeated.

14

As you pick up *Cosmopolitan*, the newsagent pulls out a mighty broadsword and cuts off your head. "Eeh-up, we've nay taam for jessie-boys in dis parish, b'wanah" he explains in a strange Manchester-Swahili accent, which you are too dead to be confused by.

15

Sinclair User! What a fine, noble choice! The newsagent bows before you, refuses to accept your money and offers you his most beautiful daughter, Fatima, as a gift. Politely, you decline, and saunter back to the station for your next quest.

16

As you reach for the lesser computer magazine, the earth trembles, a crevasse opens and you are dragged down to Hell by a horde of screaming demons tearing at your flesh and ripping up your priceless collection of marmalade jar labels. Worse is to follow, but you deserve everything you get.

17

Realising that your Stock, Aitken and Waterman single is exactly the same as the last one but two beats per minute faster, you throw yourself from the top of Richard Branson's ego and expire.

18

James Brown sues you for ripping him off, and the resulting court case drags on for eleven centuries until you are as dead as he is.

19

As that crazy acid beat invades your brain you put on your Smiley T-shirt, bandana, mirror shades, baseball cap and sneakers and bop back to the bus station for your next quest. Everyone thinks you are barmy and stays out of your way.

20

Gorged with meat from Elfin Jim's, you die of cattle-bloat and have to be buried in a skip. Messy.

21

The bunny-wunnies savage you to death for stealing their lettuces. Tough.

22

You have to fight the evil Kobold MacDobold if you are to escape from MacDonagall's. It's your broadsword against his triple-burger-french-fries-whale-blubber-crispy-excrement-and-gristle-in-a-bun. If you lose, you are force-fed Gristleburgers until you burst. If you win, you stagger back to the bus-stop, hungry but eager for your next quest.

23

You enter Dixonnes, and eleven years later you are found wandering in a swamp, with an empty coin-purse and a note saying "Your Spectrum will be ready in two years' time." Hard luck, dummy, you failed.

24

Mr Shabby turns out to be an (electronic) wizard in disguise, and fixes your Spectrum in nothing flat, charging you one dead mouse. You return to the Bus Station of Doom to choose your next task.

25

You fall into the clutches of Baron Amstrad, and become one of his army of mindless zombie slaves manning the switchboard. You are never heard of again.

26

Your Mr Byrite codpiece attracts the unwelcome attention of a group of dirty old orcs, and you are last seen running through the Peculiar Hills with them in hot pursuit. Serves you right.

27

Your Acid House gear attracts approving comments, but does little to protect you when you encounter a gang of Lager Louts in a multi-storey car park. Splattered with vomit you trudge home to wash your Smiley T-shirt. Failure.

28

In your Burton's armour you withstand all challenges, and return safely to the bus-stop for more adventures.

29

Flushed* with success and too much Burpsi-Cola, you make your way home to tell your Mum of your success with your seven great adventures. Unfortunately you have forgotten her 20 Benson & Hedges, and she has you boiled to death in Alpen. Next time, take your Great Magic Book of Filo-Fax with you.

Look out for more adventures with Dean the Barbarian – Public Library of Death, The Enchanted Launderette, Castle of Sausages, *and* Dean the Barbarian Meets Princess Kylie of Melbourne.

LASER SQUAD*

TARGET GAMES
19 The Rows
The High, Harlow
Essex, CM20 1BZ

A tactical warfare simulation

Available on Spectrum 48k/128k from August 1988
price: £9.95 (cassette only)

Available on CBM64 and Amstrad CPCs from October 1988
price: £9.95 (cassette) or £14.95 (disk)

GAME FEATURES:

8 directional scrolling window shows detailed 3D maps (80 by 50 spaces) • One or two player options in each scenario with multiple difficulty levels for one player • Individual level combat with varied unit characteristics • Eight directional facing of units and hidden movement according to line of sight • Ranged combat includes aimed shots, snap shots, automatic fire, opportunity fire, grenades, thrown weapons and explosive ammunition • Strategic scanner shows detailed plan of entire map area • User friendly joystick or keyboard controlled menu system • Units carry up to ten objects which can be dropped, picked up, thrown, used to open doors etc. • Weapons and equipment can be chosen from a wide variety before each game starts • Highly developed artificial intelligence for one player option • THREE scenarios provided with game • Expansion kits to follow.

Target Games will ensure that Laser Squad is fully supported with new expansion kits. Each expansion kit will contain two fully documented scenarios available by mail order for £3.95 (inc. p&p). The first expansion kit will be available in September 1988 for the Spectrum.

Mail order (Laser Squad, Spectrum 48k/128k): send cheque or postal order payable to 'Target Games Limited' for £9.95 (postage and packing included).

BYRITE SOFTWARE

SPECTRUM £1.99 EACH OR BUY TWO GET ONE FREE

Temple of Terror, High Frontier, Deactivators, Bride of Frankenstein, Triaxos, Les Flics, It's A Knockout, Mountie Micks Deathride, Big Trouble in Little China, Tujad, Hacker II, Deadringer, Greyfell, Krackout, Comet Game, Deathscape, Mermaid Madness, Twister, Dogfight 2187, Tempest, Fifth Quadrant, Bubbler, Space Shuttle, Sordons Shadow, Druid II, Gyron, Moostrike, Moonlight Madness, Killer Ring, Express Raider, Mission Omega, Howard the Duck, Kinetik, Sigma 7, Mindstone, Red Scorpion, Wibstars, Galvin, Hybrid, Cosmic Shock Absorber, Jerry the Gem, Costa Capers, 10th Frame, Pulsator, Life of Harry, Xarq, Prodigy, Orbix, Rebel Star, The Eidolon, Dark Empire, Cop Out, Double Take, Koronis Rift, Big Sleaze, Through The Trap Door, Skyfox, Hacker, Xcel, Ball Blazer, Mooncrests, Action Reflex, Brainstorm, Fighting Warrior, Toy Bizarre, Sailing, Revolution, Chain Reaction, Spec Graf, Colour of Magic, Equinox, Battle of the Planets, Pub Games, Sky Runner, Yogi Bear (Please choose alternative games to avoid disappointment).

SPECTRUM £2.99 EACH

Quartet, Magnetron, Star Raiders II, Rampage, Greyfell, Samurai Trilogy, Supersprint, Dragons Lair Pt 2, Firetrap, Survivor, Impossible Mission, Winter Games, Winter Olympiad 88, Solomons Key, Guadalcanal, Jailbreak, Nemesis, Superchess 3.5, PSI-5 Trading Co, Ninja Hamster, Hysteria, Dragons Lair, Crosswize, Fighter Pilot, Dark Sceptre, Gothik, Implosion, Blacklamp, Slaine, Ramparts, Headcoach, Onik, Death or Glory, Knight Orc, Cholo, Championship Sprint, Galactic Games, Money Manager, Gunslinger, Earthlight, Teledon, Diamond, Zynaps, International Karate +.

SPECTRUM COMPILATIONS

COIN-OP CONNEXION INC
Breakthrough, Express Raider, Metro Cross, Crystal Castle. All for £2.99

LUCAS FILM GAME COLLECTION INC
The Eidolon, Rescue on Fractulus, Ball Blazer, Koronis Rift. All for £2.99

TRIO HIT PACK INC
Great Gurianos, Airwolf 2 3DC, Cataball. All for £2.99.

HIT PACK SIX VOL II
Into the Eagles Nest, Batty, Ace, Shockway Rider, International Karate, Lightforce. All for £3.99.

GAMESTAR SPORTS PACK INC
American Football, Basketball and Baseball. £3.99.

KIDS PLAY COMPILATIONS INC
Bounty Bob, Mailstrom, Starstrike, Lunar Jetman, Starrion, Monty on the Run, Mansport, Nightgunner, Metabolis, Xeno. £3.99

SPECTRUM NEW TITLES

Football Manager 2	5.95
Street Fighter	5.95
Road Blasters	5.95
World Class Leaderboard	4.95
Gauntlet II	4.95
Star Glyder	4.95

SPECTRUM MISCELLANEOUS

Rotronics Wafadrive + 1 free 64K Wafa £17.49 inc P&P.
Extra Wafadrive Cartridges: 16K £2.00 each, 64K £3.50 each.
Spectral Writer (Word Processor on Wafa) £3.95 each.
Alphacom Paper (black) 5 rolls £10.95 inc P&P
Gunshot Joystick £5.00.
Trojan Light Pen + Graphics Software (+2 only) £6.95

Postage 1-3 titles 75p 4 or more £1.00
Overseas orders add £1.00 per cass.
Computers please add £5.00 postage.
Please note that cheques must be made payable to:

VISA

BYRITE SOFTWARE
Dept SU, PO Box 589, London N14 6SJ
Tel 01-882 6833

BASTEC SOFTWARE

FLAT SEASON (SPECTRUM 48K/128K+2/+3)

The Ultimate Horse Racing Challenge, train up to eight thoroughbreds over different distances, going and grades to find the perfect winning combination, ten weeks of non-stop racing, race them from Monday to Friday with the big race on Saturday. Can you become a champion trainer in this exciting horse racing simulation?

FEATURES:

TV Eye View of Race,	Trainer Championship,
Form Book,	Jockey Championship,
Bookies,	Weeks Calendar,
Stables,	Action Replays,
Results Page,	Bank,
Injuries,	Bills,
Grades,	Prize Money,
Horse Auction,	Training,
Save Season,	+ Much More.

(A must for all horse racing enthusiasts. Only £9.50)

GREYHOUND MASTER (SPECTRUM 48K/128K/+2/+3)

Greyhound Master is a sophisticated Greyhound Prediction Program for the Spectrum. Simple to use all you need is a daily racing paper for a significantly better chance of a win. Predicts 1st, 2nd and 3rd greyhounds for a Win, Straight Forecast, Tricast, etc. Calculates from six greyhounds up to eight greyhounds. So give yourself the unfair advantage with this amazing new program (a punter's must).

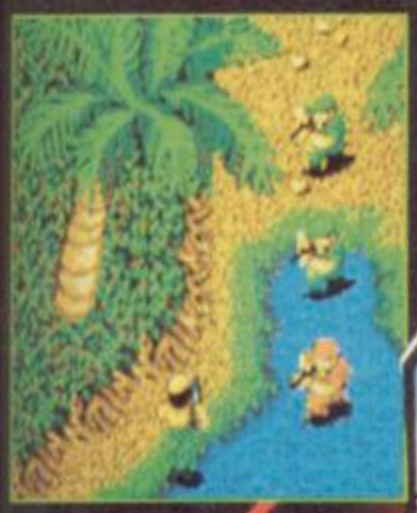
Features: Menu Driven, Error Check, Printer Option, Greyhound Rating, Easy Entry, Value Setting, Analyses Data, + much more.
(Sure to pay for itself many times over. Only £9.00)

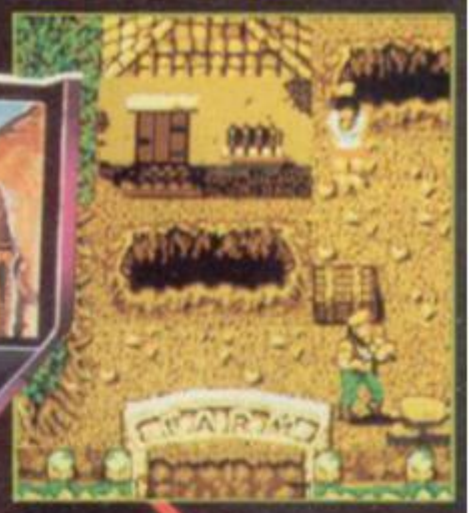
FLAT SEASON	£9.50
GREYHOUND MASTER	£9.00

Cheque/postal order payable to:
BASTEC SOFTWARE, SAMSON HOUSE
UNIT 8A, ARTERIAL ROAD, LAINDON,
BASILDON, ESSEX SS15 6DR

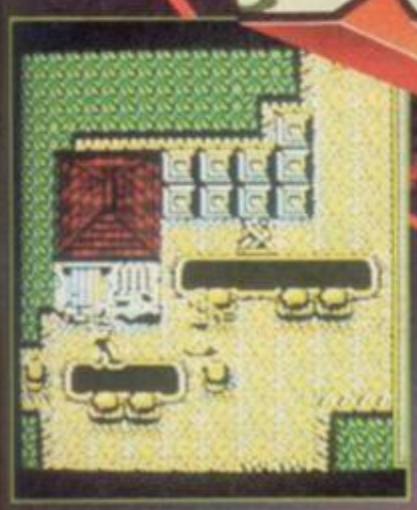
ARCADE ACTION

From the SNK stable, the coin-op smash hit now for your home micro. This multi-level, vertically scrolling arcade thriller throws you deep into the jungles and ruined cities of a nation held in the grip of a cruel oppressor. Freedom is your aim . . . Guerrilla War is the means!





GUERRILLA WAR



Imagine

..the name of the game

SNK

AMSTRAD
£9.95
COMMODORE

SPECTRUM
£8.95
SPECTRUM

IMAGINE SOFTWARE · 6 CENTRAL STREET · MANCHESTER M2 5NS
TEL: 061-832 6633 · TELEX: 667799 OCEANS G

PACMANIA

He's mean. He's tough. He's a cold-eyed, laconic killer. If you're a bad guy you'd better stay out of his way, or he'll bite your eyes out. He's the coolest. He's the greediest. He's **PAC-MAN**.

Yes, the rotund hero of many happy hours of maze-chasing is back, and it must be said that unlike **Pacland**, which was as satisfying as a Twix in a refugee camp, this one is a real goer.

Now, there aren't many surprises here if you remember the original **Pacman**. All this is, basically, is a 3D version of what was, in its time, the most popular arcade game of all.

Mind you, it's done staggeringly well by Teque, authors of Grandslam's earlier hit **Terramex**. The scrolling is creditably smooth, the animation is very well handled, and the game sticks as closely as possible to the arcade original.

The playing area is the ⅔ of the screen on the left. Limiting the scrolling area in this way makes it easier to handle scrolling smoothly, and in this case it doesn't detract from the enjoyment of the game at all.

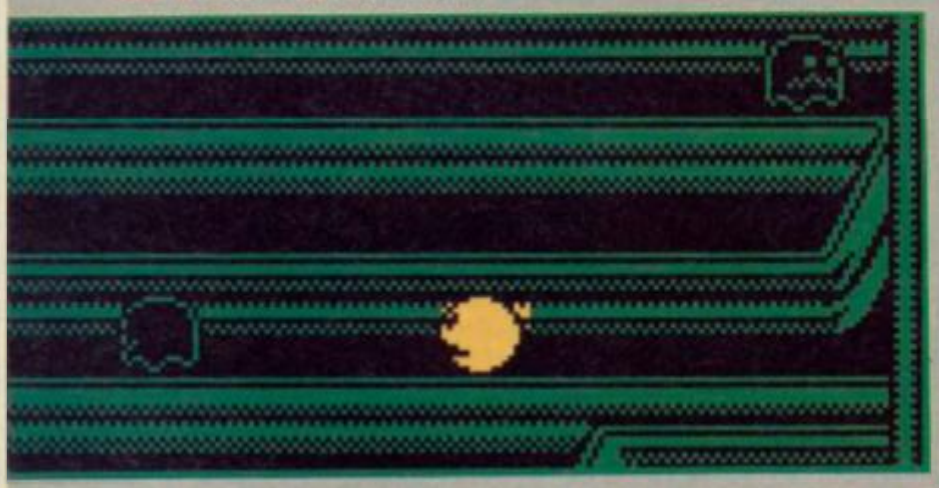
On the right are the displays which show you your score, hi-score, remaining "credits", number of lives, and special features activated and so on.

You can start on any of the first three levels – Block Town, Pacman's Park or Sandbox Land. The fourth level, Jungly Steps, can only be accessed once you have completed the first three. Not that there's much difference between each level; though the design of the backgrounds change, the aim is exactly the same; keep moving around the maze, gobbling up the pills, avoiding the Ghosts, and looking out for the fruit and other tokens which give you extra points and bonus features.

The graphics are cleverly

done to minimise attribute clash, even though Pac is yellow and the backgrounds, er, sometimes aren't. The only time you notice anything amiss is when Pac leaps into the air. Yes! This little Paccie can jump over the heads of the pursuing ghosts, so with a bit of good timing and a sense of direction you can escape from positions which would have spelled your doom in **Pacman**.

When you find a Power Pill, the ghosts change colour, and for a few seconds you can chase and devour them. With an appropriate expression of despair they disappear in to the void, their eyes scuttling off home. If you hit a ghost, though, you spin around and vanish, and reappear at a random position on the level. As with the original game, if you lose all your lives, you can restart from the last level you reached by pressing the fire button within seven seconds.



Although the first couple of levels are pretty easy, things get more complex later on as there are more, faster ghosts and more complex mazes. This is where the extra features come in useful; some of the tokens scattered around the maze allow you to move faster, become temporarily invisible, and so on.

In between each level is an amusing little bit of playacting from the Pacman Theatre, and

FAX BOX

ARCADE REVIEW

PACMANIA *Label:* ***Grandslam*** *Author:* ***Teque*** *Price:* ***£7.95*** *Memory:* ***48K/128K*** *Joystick:* ***various***

GRAPHICS	SOUND
80	60
PLAYABILITY	**LAST ABILITY**
69	67

Technically excellent coin-op conversion of the 3D Pacman game

Reviewer: Tony Dillon

79

10 20 30 40 50 60 70 80 90

although there are only four different types of background, there are endless levels featuring faster, more intelligent, and sometimes invulnerable and jumping ghosts. So, if you like the basic idea of **Pacman**, the fun will go on as long as you can possibly stand it.

OK, no big surprises, but an excellent conversion, and a jolly good update of a much-loved original■

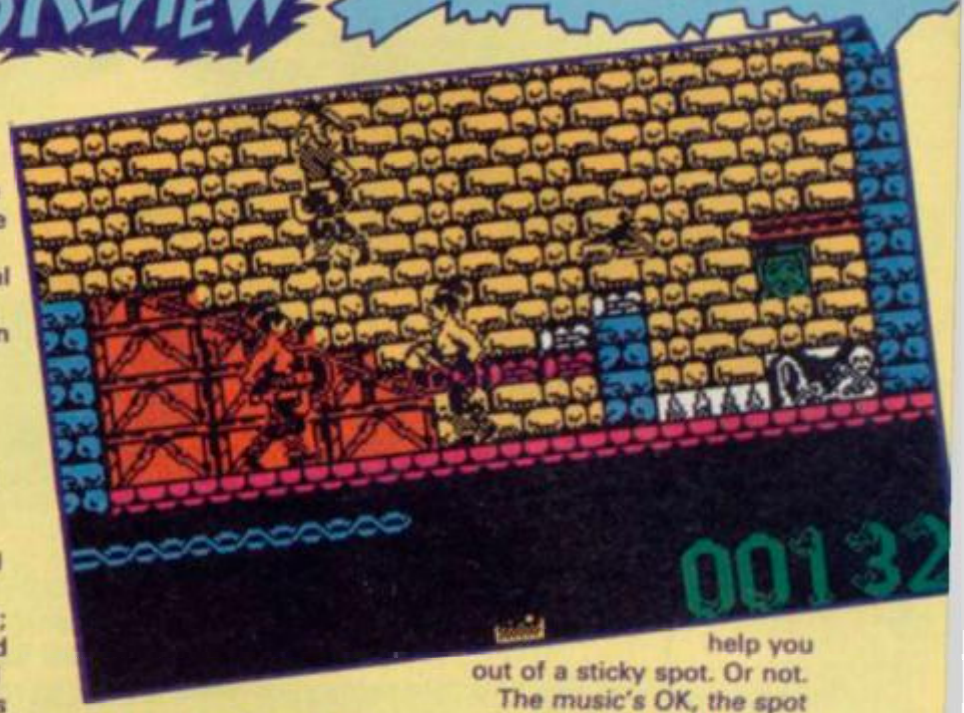
He might be **Artura** to Gremlin, but to you, me and the milkman, he'll always be King Arthur. Likewise, you might have difficulty in recognising characters like Merdyn and Morgause, and places like Camelod – try Merlin, Morgana and Camelot and you might be on firmer ground. Yes, this is just another of those fifth-century sword-and-sorcery arcade adventures which have been thick on the ground since **Tir Na Nog**, plundering Celtic mythology for a bit of historical background. The plot, though, sounds as if it's even older than fifth-century; rescue the captured sorceress Nimue by travelling through the mystic kingdom of Albinn using the Wheel of Cerriddwen, fighting off the servants of Morgause and seeking out the Rune Stones to restore your magical powers . . . ho hum.

It doesn't look altogether bad; all the characters are costumed in a suitably barbaric way, and the backgrounds include details such as stone columns, piles of severed heads (so untidy, those ancient Britons), bushes, skeletons, causeways, stone walls and pitfalls.

The baddies include top-knotted warriors who stride about quite convincingly, while Artura himself can walk, jump and duck, all the time flinging an endless series of battleaxes at the warriors, ravens, rats and other baddies. He tends to disappear into the background every time he walks in front of anything yellow, which is a pity since most of the walls are yellow.

So, you mosey along, snuffing the baddies and looking out for runes. These are found lying around (as priceless mystic runes always seem to be in this sort of game), and on picking them up, they appear in your inventory box. This is just below the obligatory energy bar which displays your falling vigour.

On reaching a doorway you can move forwards or backwards into it, to flip to another screen. Mapping doesn't seem too complicated, but you have to find all the runes on one level before you can use the Wheel to teleport to the next. Since some of the runes lie behind forests of spikes, or, in one case at least, a pitfall into what seems like an inescapable rat-infested dungeon (a bit like EMAP towers.) However, if you face doom, all is not necessarily lost. The runes you collect on your travels are all in halves, and if you can combine two halves of the same colour, you get – what? Yes, a whole rune. To do this you press R to go into "rune mode", which allows you to shuffle the halves around using a pointer. The different runes have different magical powers, some of which may help you out of a sticky spot. Or not.



The music's OK, the spot effects are OK, and there are some clever graphical touches such as the way you turn into a bird and flap away when you get snuffed. Unfortunately, nothing in **Artura** hasn't been done better before – notably in Gargoyle's series **Dun Darach**, **Tir Na Nog**, and the sci-fi follow-up **Marsport**. Not a compulsory purchase■

ARCADE REVIEW

FAX BOX

ARTURA *Label:* ***Gremlin Graphics*** *Author:* ***In-house*** *Price:* ***£7.95*** *Memory:* ***48K/128K*** *Joystick:* ***various***

GRAPHICS	SOUND	PLAYABILITY	LAST ABILITY	OVERALL
58	58	60	56	59

Run-of-the-mill historical arcade adventure

Reviewer:

10 20 30 40 50 60 70 80 90

ARTURA

REX

"Rex is a brilliant combination of strategy, dexterity and shooting and it has that vital 'just one more go' quality which so many games lack nowadays."
YOUR SINCLAIR, DECEMBER 1988.

YOUR SINCLAIR MEGAGAME

The thick-skinned mercenary, is here to do a job. He's come to Zenith to do away with the humans that have built their fortunes around The Great Tower.

Utilising the massive underground cave system, and armed with the greatest weapon system yet seen, with its array of cannons, lasers, multiple spray guns and smart bombs, Rex leaps from cave to cave in a mad blitz that wreaks havoc and destruction on his chosen enemies.

Once in The Great Tower itself, new challenges await the mighty Rex.

A multi-load, multi-level arcade extravaganza of epic proportions.

Distributed by
ELECTRONIC ARTS®
Home Computer Software

Devasting debut of death-dealing and destruction SINCLAIR USER DEC. '88

Spectrum 48/128 Cassette	£8.99	Amstrad CPC Cassette	£9.99	CBM 64/128 Cassette	£9.99
Spectrum +3 Disc	£14.99	Amstrad CPC Disc	£14.99	CBM 64/128 Disc	£14.99

martech

Martech is the registered trade mark of Martech Games Limited,
Martech House, Bay Terrace, Pevensey Bay, East Sussex BN24 6EE
Tel: (0323) 768456 Telex: 878373 Martec G Fax: (0323) 764460

CODE TALK

Mystery upon mystery! The Light have just burst onto the software scene with a shining (yak yak) example of their talents, Rex. **But who on earth are they and where do they come from and why are they, well, why are they called The Light?**

The boys they call The Light. Only Richard and Neil agreed to appear. For reasons of their own personal privacy, we have concealed their identity.

THERE ARE THREE OF THEM!

There are three of us. Myself – Neil Harris, Richard Allan and John Anderson.

THEY USED TO BE WITH THE BIG BOYS

We worked for IBM for a couple of years after leaving school. We got out of there about six months ago and decided to get a games development team together. Richard does the graphics and John and I do the coding.

THEY'RE DAMNED QUICK LEARNERS!

After we left IBM we had a look at the Z80 and got to grips with it in a couple of months.

HEALTH FOOD? SHMEALTH FOOD!

I like Chinese take-aways, John goes for Italian mainly and Richard will eat anything.

THEY STILL REMEMBER ULTIMATE

Favourtie game? We all thought the **Ultimate** stuff was pretty good, but I think that **Roller Coaster** from Elite was the best I've seen.

INSPIRATION? EASY!

We just thought about the sort of game we'd like to play. The most important factor was that it shouldn't be too difficult or too easy. Lots of games seem impossible when you start. We also wanted to do something original.

SQUARE EYES OR WHAT?

We all like movies. The best one I've seen recently was Hellraiser. Richard loves Steve Martin stuff. Sci-fi stuff appeals, both movies and books.

THEY GET THEIR MOTORS RUNNING(?)

Cars? Yeh. We all drive. I've got a Sierra and John's got a Cavalier and Richard an XR3i.

THEY LIKE ALL KINDS OF CRAZY MUSIC!

We got pretty varied musical tastes from Queen, to Billy Bragg, The Housemartins and even Jethro Tull.

AND THEY WANT TO BE POP STARS!

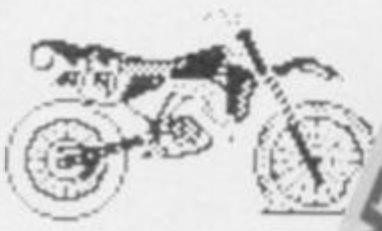
If we weren't programming, we'd probably still be stuck at IBM, but I think we all secretly want to be pop stars. Richard has a longing to be a movie director, though.

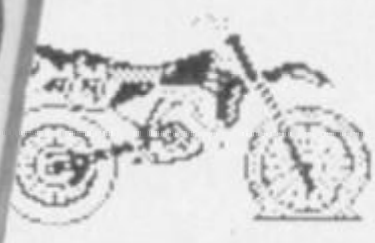
THEY'RE CONTRO-VERSIAL BLIGHTERS!

The worst game I've ever seen? **Cybernoid II.** It's just a rehash. Same game, different graphics.

COMPETITION

MOTORBIKE MADNESS





Anyone remember the guy on the news last month who was nicked for doing about two thousands miles per second on his motorbike? No? Well now is your chance to relive those exciting moments thanks to the spiffing people at Virgin Mastertronic.

In celebration of their extremely motorbikey game **Motorbike Madness** which is reviewed elsewhere in this issue, they've got 10 (count 'em) **Yamaha YZR500** road racers to give away, so you can get arrested as many times as you like.

Well, okay, time to own up. They're not real cycles, but even better; they're fantastic kits – complete with rider! – which you can lovingly assemble in the privacy of your own bedroom. Just think of all the glue fumes you've now got an excuse to inhale.

And a further 20 lucky runners up will get a copy of the game.

And what do you have to do in order to be eligible for one of these trouser-damaging prizes? Easy. Simply answer the questions below and send the coupon to: Mind the Red Light Competition, Sinclair User, 14 Holkham Road, Orton, Peterborough PE2 0UF.

The Questions

1) How many wheels has a motorcycle got (excluding stupid moon-hopper things)?
2) How many times is the word Motorbike mentioned in the title of Mastertronic's new motorcycle game?
3) Name the old film starring Dennis Hopper choc full of motorcycles

---

Name: .....

Address: .....

.....

1) .....

2) .....

3) .....

No employees of EMAP, Virgin Mastertronic or anyone else may enter this compo. (Ha ha, only joking. You know you're all welcome here at SU!)

THE ARCADE COMPILATION OF THE YEAR

TAITO®

COIN-OP Hits

© TAITO CORP. 1987

RASTAN The Warrior King. Lands that produce men of legend, dragon slayers, lie in his shadow — guardians of evil fear his fire spewing sword, the axe he wields as swift as lightning. State of the art programming makes a true simulation of the Arcade for your home micro, enjoy superb graphics and realistic action as RASTAN takes on a world of dangers — magical wizards, fire breathing lions, bats, snakes, skeletons and finally the living dead. Is it more than you can handle?

© TAITO CORP. 1987

SLAP FIGHT You are the pilot of the Slapfighter and must destroy the evil alien swarms which confront you, wave after deadly wave on the ever hostile planet of Orac. To aid you in your challenge collect icons and substantially increase your fire power and speed. Superb graphics and split second timing give this game an addictive edge.

© TAITO CORP. 1988

RENEGADE REBEL WITHOUT A CAUSE? In the knife-edge world of the vigilante there is no place to rest, no time to think – but look sharp – there is always time to die! From the city subways to the gangland ghettos you will always encounter the disciples of evil who's mission it is to exterminate the only man on earth who dares to throw down the gauntlet on their path – the Renegade. PLAY RENEGADE...PLAY MEAN!

© TAITO CORP. 1987

ARKANOID The era and time of this story is unkown. After the mothership "Arkanoid" was destroyed, a spacecraft "Vaus" scrambled away, only to be trapped in the void... You control the Vaus and have to penetrate 32 levels and then confront the "Dimension Changer" whom you must destroy in order to reverse time and resources the "Arkanoid." Frantic action and split second timing combine to produce the most addictive and compulsive game.

© TAITO CORP. 1987

FLYING SHARK HOT FROM THE ARCADES. Flying Shark is the definitive conversion of this shoot-em-up, chart-topping classic hit from Taito. Develop your strategy as you face swarms of enemy planes, tanks, gun emplacements and a host of sea-borne craft as you bomb, blast and battle your way into arcade history.

© TAITO CORP. 1986

ARKANOID REVENGE OF DOH. Eons have passed...yet despite apparent annihilation in the original ARKANOID game, Dimension controlling force "DOH" has come back to life, and occupying the huge space-craft ZARG, has entered our universe. ARKANOID type space-fighter MIXTEC runs through long forgotten computer data until it finds the answer to his threat..."VAUS 2" is launched and speeds towards the threatening alien presence, before it can extract its revenge..."The Revenge of Doh"

© TAITO CORP.

BUBBLE BOBBLE TAITO'S NO 1 ARCADE HIT IS HERE! Meet Bub and Bob, two of the cutest beasties you ever saw, as they battle their way across 100 levels of controlled chaos in search of their girlfriends (ahhh!). Jump around picking up goodies and secret weapons as you seek to outsmart your enemies, but beware...hang around too long and you'll face Baron von Blubba, from whom there's no escape!

© TAITO CORP.

LEGEND OF KAGE Legend has it that long ago in Japan the beautiful Princess Kiri was kidnapped by the evil Dragon King, and Kage, a young ninja who was walking with her in the forest at the time, was given the formidable task of rescuing her. You must help Kage in his quest through the forest to the Dragon King's palace, gain entrance, find Kiri and take her to safety, while avoiding the Dragon King's ninja guards.

AVAILABLE ON
SPECTRUM
AMSTRAD
COMMODORE

imagine
...the name of the game

CASSETTE
£12·95
ALSO AVAILABLE ON DISK

Imagine Software · 6 Central Street · Manchester M2 5NS · Tel: 061 834 3939 · Telex: 669977

Big weapon from Games Workshop!

A whole sackload of new Games Workshop products landed in our fairy dell the other day. For a start there were the IMPERIAL LANDRAIDER kits; or £12.99, you get two self-assembly hard styrene kits complete with transfers and camouflage guides. The Land Raiders are heavily armed battle tanks used by the Imperial Space Marines in the Warhammer 40,000 gameplaying scenario, and they look well 'ard. The Marines don't get everything their own way, though; they're up against the ELDAR HARLEQUINS, a set of

18 white metal miniatures of the most fiendish and colourful alien adversaries. £9.99 for the set.

Last on the list is CATACOMBS, an expansion set for the DUNGEONQUEST role-playing game. You get lotsa map cards, counters, room plans, rulebooks and dice for your dosh, but remember that you need the original Dungeonquest set to play.

All the new products are available from your local games specialist, or you can get a catalogue from Games Workshop, Chewton Street, Hilltop, Eastwood, Notts NG16 3HY.

LOST BOYS

"People are strange" goes the song. Well yes indeed. Especially if you've just moved to Santa Carla with your Mom and kid brother in searc' of rest and relaxation only to discover that – gawk! – it's the murder capital of the world!

Why is everyone in the seasid town getting topped? Who are those spooky (though well dressed), bike riders, and what about that dark-haired foxtress with the funny blouse? And what on earth are the boys in the comic shop blathering about?

Vampires. That's Santa Carla's growth industry, the spooks are led by peroxide blonde Keifer Sutherland and do their utmost to recruit Michael and his brother to their nocturnal number.

Lost Boys, like Near Dark before it, is an extremely watchable psuedo-horror affair. In places it gets pretty damned messy, but never actually frightens you. The vamps' lifestyle is very appealing "Sleep all day, party all night. Never grow old, never die." Until the rather splashy business of "feeding" comes to light.

The special effects are thankfully restrained, and by some clever camera work we're saved any embarrassing Superman-style flying sequences.

Lost Boys is definitely worth a rental. Even if you're no teen-rocker-vampire fan it's worth it simply for the one liners. "You're a bloodsucking vampire, Michael! Ooh, you wait til Mom finds out!"

D'ya wanna be in our gang? No thank you.

ROBO COP

"Drop it! Dead or alive, you're coming with me". A classic line if ever I heard one, spoken by a classic guy. The first ever fully self-sustaining, intelligent, bullet-proof police officer.

Officer Murphy, KIA by a band of merciless cop killers and

NDS

DILLON GOES TO WEMBLEY/PART II ▼

KISS have been described as the best live band ever by quite a few people, what with their flare-launching guitars, flashpots and levitating drum kits. What was at Wembley? Six flashpots – six! That was it.

The sound, on the other hand, was incredible. I was lucky (unlucky?) enough to have near-enough front row seats, and my ears rang for 3 days afterwards.

All the old favourites were there with a couple of additions. From the pure solid vocal strength of *Lovegun* and *Lick It Up*, to the simple brilliance of *Cold Gin* and *Firehouse*.

If you find you like the sound of a KISS concert you can see them on the *Crazy Nights* video (13 mins, 15.99 (PMV)) or check out *KISS-Animalize Live Uncensored* (89 mins, £9.99 (PMV)).

drug dealers, brought back to life minus all major limbs and appendages by the company that has bought, and therefore has full control over, the Detroit Police Department.

Unfortunately when they wiped his memory, they didn't remove the mental scars of his grisly death. **Robocop**, the movie, follows him through his mental awakening and then onto his final revenge.

Robocop is a great film, with some terrific special effects, though I did find it a little marred by the over use of violence. I enjoyed it thoroughly, and I'm definitely keeping the tape, but do we really have to see his hand explode like a McDonald's strawberry milkshake that's just been jumped on. Yes? Oh well, Que sera sera.

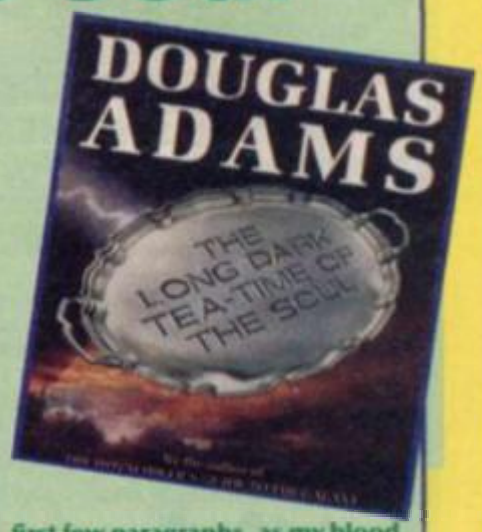
Robocop is released on 11th November by Virgin Vision. Definitely one to rent.

The Long Dark Tea-time of the Soul

TLDTOTS follows on from where *Dirk Gently's Holistic Detective Agency* left off, or rather, a little bit later on. Well, actually, the only linking themes between this and Dirk Gently's are the lead character and the humour.

Tea-time is Adams in the best form yet. Sharp, funny, biting, painfully easy to relate to and very, very ingenious.

As normal in an Adams novel, there's one overall theme, and an amazing amount of sub themes, which almost miraculously come together about half way through the book. A woman searching for a man she met at Heathrow airport, the inexplicable sudden combustion of Terminal 2, a war between Odin and his rather dim son, Thor and the murder of Dirk Gently's clients (billed as suicide by the police. Well of course it was. All the doors were locked from the inside and there was no sign of entry. The fact that the victim's head had been removed from his body and placed on the rotating platter of a record player didn't come into it.) all as detached from each other in the



first few paragraphs, as my blood line connections to the royal family, some come together in a way that makes you go 'Of course, why didn't I think of that?'

Douglas Adams' best one yet. Did you know that he got paid £1.2 million for this and *Dirk Gently's Holistic Detective Agency*?

The Long Dark Tea-time of the Soul is available at time of going to print and costs £10.95. It's in hardback only at the moment, though Pan books will be doing it in paperback early next year.

DILLON GOES TO MARS

You can spot Space Adventure 3001 quite easily by the large Apollo rocket hanging above the entrance.

Once through the entrance, you are tranported to a futuristic looking area of a Space launch pad. After paying your fare, you are shuffled into the departure lounge, where you can watch videos of old space footage while you wait for your flight to be called. When called, you are ushered into the craft itself and are asked to strap yourself in. Once the main screen has been opened, you take off and enjoy a glorious flight to Mars, via the Moon.

Sounds like I'm talking rubbish, doesn't it? Well, I'm not. I have really been to Mars, at least, my body thinks I have. You see, the spacecraft is actually an 80 seater hydraulic flight simulator. The 'view' through the main visor is only a film but watching it, coupled with the swaying and jerking of the simulator recreates the feel of real flight in a way I didn't think was possible.

If you want to try your hand at Space Adventure, you'll find it at Tooley St, London Bridge, right next to the London Dungeon. Prices are £3.50 adults and £2.00 for the under 16's and it is open Mon-Sun 10-6.

24 HOUR COMPUTER REPAIRS and SPARES

SINCLAIR QUALITY APPROVED REPAIR CENTRE

AMSTRAD·SINCLAIR — AMSTRAD APPROVED REPAIR CENTRE — SEAL OF QUALITY

HOW TO GET YOUR 48K SPECTRUM REPAIRED FOR ONLY £19.95

BEST SERVICE – BEST PRICES!

ARE YOU ANOTHER CUSTOMER – fed up waiting weeks for your estimate?

Need your computer repaired fast? Then send it now to the VideoVault 24hr Repair Service. We are able to repair your 48K Spectrum using all the latest in test equipment for only 19.95. We can also supply you with power supplies & membranes.
We will repair your computer while you wait and help you with any of your technical problems. Commodore computers repaired for only **£35.00.**
Please note we give you a 100% **low fixed price of £19.95** which includes return post and packing, VAT, not a between price like some other Repair Companies offer. We don't ask you to send a cheque in for the maximum amount and **shock you** with repair bills **£30** upwards. Don't forget we are Amstrad approved for quality and speed, don't risk your computer to any other unauthorised repair centre. We don't just repair the fault and send your computer back, we give your computer a free overhaul.

TEN ★ REPAIR SERVICE

- While you wait repairs **£22.50** 48K Spectrum, **£25.00** Spectrum+2
- All computers fully overhauled and fully tested before return.
- Fully insured for the return journey.
- Fixed low price of **19.95** including post, packing, parts, labour. Spectrum+2 repairs only **£25.00** fully inclusive.
- Discounts for schools and colleges.
- Six top games worth **£39.00** free with every Spectrum repair. Now includes FREE memory/keyboard test.
- We also repair Commodore 64's, VIC 20, Commodore 16+4, Spectrum+2 and +3.
- The most up to date test equipment developed by us to locate faults within your computer.
- Rubber keyboard repair (replacement membrane only). Just **£10.00** including p+p.
- 3 month written guarantee on all repairs.

FREE OVERHAUL WITH EVERY REPAIR WE DO:-

We correct colour, sound, keyboard, check the loading and saving chip, even put new feet on the base if required. Check for full memory, check all sockets including ear/mike and **replace where needed.** All for an **inclusive price of £19.95 which includes VAT, parts & labour, return post, packing & insurance. No hidden extras whatsoever.**

(Should a computer be classed as unrepairable due to tampering there will be a charge made of £10. We may be able to offer a replacement circuit board at an additional charge.)

URGENT NOTICE Don't be misled by adverts showing 'between prices.' A recent complaint against a Manchester repair firm, Mancomp, was upheld by the Advertising Standards Authority on two counts, "It had stated BBC repairs between £14 and £45 then charged the customer £85." Their guarantee policy was misleading as it did not make clear that all repairs were not covered.

Why not bring your computer in for while you wait service.

VideoVault Ltd.

Send your computer to:-
Old Kingsmoor School, Railway Street, Hadfield, Cheshire SK14 8AA. Tel: 04574 66555/67761/69499
Main Office, enquiries and orders only.

Manchester telephone 061-236 0376 While you wait centre only.

THE VIDEOVAULT COMPUTER COMPANION

EDITION NOW HOT OFF THE PRESS

New bigger catalogue now available containing over 2,500 items including software for all computers, joysticks, spare parts, business software, books, plus many more. Just send 3×18p stamps for your free copy. Over 20 pages full of top quality products delivered to your door by return post.

6 GREAT FREE GAMES PLUS BONUS FREE TESTER ON EACH TAPE TO TEST YOUR KEYBOARD, MEMORY TEST £39.00 WORTH OVER £39.00 YOURS FREE WITH EVERY SPECTRUM REPAIR

FAX No. 04574 68946 © COPYRIGHT VIDEOVAULT NO. 889061

MEGASAVE FANTASTIC SAVINGS

Action Service	D1	6.25	Flight Ace	D3	9.95	Return of the Jedi	D1 6.45
Arturs	D1	5.50	Fair Means or Foul	D2	5.50	R-Type	6.45
Afterburner		6.45	G. Lineker's Soccer	D1	5.50	Rambo 3	D1 5.95
Airbourne Ranger		6.95	G. Lineker's Sup Skills	D1	5.50	Robocop	D1 5.95
Adv Tactical Fighter+	D2	5.95	G. Lineker's Hot Shots	D1	5.50	Super Hang-On	6.75
Alter World Games		5.95	Game Set & Match II	D5	9.95	Star Wars	D1 6.45
Apache Gunship	D4	6.95	Giants	D5	10.50	Streetfighter	D2 6.50
Arkanoid II	D1	5.95	Garfield	D1	6.00	Soldier of Light	5.95
Alien Syndrome		5.95	Guerilla War	D2	5.25	Soldier of Fortune	D2 5.25
Action Force II	D1	5.50	GI Hero		5.25	Stalinggrad	6.95
Buggy Boy	D1	5.50	Gold Silver Bronze	D5	10.95	Skate Crazy	D1 5.50
Boot Camp 19	D1	6.45	Game Over II	D3	6.95	Summer Olympiad	5.45
Bubble Bobble	D1	5.25	Hotshot	D1	5.95	Salamander	D1 5.25
Bard's Tale		6.95	Heroes of the Lance	D4	6.75	Samurai Warrior	5.15
Bionic Commandos	D1	6.00	History in the Making		7.50	Supersports	D1 5.50
Beardsleys Int Soccer		5.95	Hellfire Attack	D4	6.95	Supreme Challenge	D5 9.95
Black Tiger	D1	6.00	Imposs Mission II	D1	6.00	Savage	5.95
Barbarian II	D2	6.50	Ikari Warriors	D2	5.95	Stealth Fighter	7.25
Butcher Hill	D1	5.50	Intensity	D2	5.25	Stuntman	D1 6.45
Batman II	D1	5.95	Ingrid's Back	D3	9.95	Space Racer	D2 5.95
Bobby Yazz Show		5.50	Karnov		6.45	S.D.I	6.45
Cybernion II	D1	5.50	Konamis 10 Hits	D5	6.95	Storm Lord	D1 5.95
Carrier Command	D4	9.95	Karate Ace	D1	8.95	Space Ace	D3 9.95
Combat School	D1	5.25	Last Ninja II		8.50	The Double	7.55
California Games	D1	6.25	Laser Sqad		6.25	Time Stood Still 128	D1 5.45
Crazy Cars	D1	6.25	Lancelot	D5	9.95	Target Renegade	5.45
Champions	D4	6.50	Live and Let Die	D1	6.25	Track Suit Manager	6.45
Collected Wks	D4	8.95	Magnificent 7	D3	6.50	The Games (Winter)	D1 6.95
Corruption (Disc only)		11.95	Matchday II	D2	5.45	The Games (Summer)	D1 6.95
Captain Blood	D1	6.45	Mickey Mouse	D4	5.45	Timescanner	5.95
Chubby Gristle		5.95	Marauder	D2	5.50	Typhoon	D1 5.25
Dark Side	D1	6.50	N Mansell's Grand Prix	D4	6.95	T-Wrecks	D1 5.50
Dragon Ninja	D1	5.95	Mad Mix (Pepsi)	D2	5.50	Taito's Hits	D3 9.95
Double Dragon		6.50	Motor Massacre	D1	5.50	Total Eclipse	D2 6.45
Dynamic Duo		5.50	Night Raider	D1	6.75	Techno Cop	D1 5.50
Dark Fusion	D3	5.50	Netherworld	D1	5.50	Tiger Road	D1 6.25
D. Thompson Olympic	D1	6.50	Outrun	D1	6.50	Thunder Blade	D1 6.95
Empire Strikes Back	D1	6.50	Overlord	D2	6.75	Triv P New Beginning	D3 9.95
Eliminator	D1	5.50	Operation Wolf	D1	5.95	Ten Mega Games	D1 9.95
Exploding Fist +		5.25	Overlander	D2	5.25	Untouchables	D1 5.95
Echelon	D1	6.75	Ocean Compilation	D5	9.95	Victory Road	D1 5.25
Emlyn Hughs Soccer	D1	6.45	Platoon	D1	6.45	Vindicator	5.25
Espionage	D1	6.25	Pac-land		5.95	Virus	5.20
Fists & Throttles	D5	9.95	Power Pyramids		5.95	Whirligig	D2 5.15
F. Brunos' Big Box	D4	8.95	Par 3	D5	9.95	War Middle Earth	6.95
Footb Manager II	D1	6.45	Pacmania		5.95	Wanderer 3D	D2 5.95
Football Director		5.95	Pro Soccer	D2	6.00	WEC Le Mans	D1 5.95
Footb Director II 128	D5	13.95	Pro BMX		4.00	10 Great Games II	6.95
Fernandez Must Die	D2	6.25	Roy of the Rovers	D1	5.45	1943	D2 6.25
Foxx Fights Back	D2	6.00	Road Blasters	D1	6.00	4 x 4 Off Road Racing	6.00

Mail order only. Postage included Great Britain, EEC add 75p per item. Overseas add £1.50 per item. Fast service. Send cheque/PO to Megasave Dept SU, 49H Sutherland St, Victoria, London SW1 V 4JX.
Please send for free list of new releases on Amstrad, MSX, Atari ST, Amiga, Commodore 64 PC, Spectrum and +3 Disc. *State which list.* Future League Ltd.
Please note new programs will be sent the day they are released

Mail Order only
Future League Ltd

D – +3 Disk D3 at £12.50
D1 at £9.05 D4 at £10.50
D2 at £8.75 D5 at £13.95

POOLSWINNER II

THE ULTIMATE POOLS PREDICTION PROGRAM

- **MASSIVE DATABASE** Poolswinner is a sophisticated Pools prediction aid. It comes complete with the largest database available – 22000 matches over 10 years.
- **PREDICTS** Not just SCOREDRAWS, but AWAYS, HOMES and NO SCORES.
- **SUCCESSFUL** SELEC guarantee that Poolswinner performs significantly better than chance.
- **ADAPTABLE** Probabilities are given on every fixture – choose as many selections as you need for your bet. The precise prediction formula can be set by the user – you can develop and test your own unique method.
- **SIMPLE DATA ENTRY** All team names are in the program. Simply type in the reference numbers from the screen. Or use FIXGEN to produce fixture list automatically (see below).
- **LEAGUE AND NON-LEAGUE** All English and Scottish League teams are supported, and also the non-league sides often used on pools coupons.
- **PRINTER SUPPORT** Full hard copy printout of data if you have a printer.

PRICE £18.00 (all inclusive)

NOW AVAILABLE

FIXGEN 88/9

AT LAST! No more struggling for hours to get the fixture list into the computer. FIXGEN has been programmed with all English and Scottish League fixtures for 1988/89. Simply type in the date, and the full fixture list is generated in seconds. Fully compatible with Poolswinner. Yearly updates available.

POOLSWINNER with FIXGEN £19.50 (for both)

COURSEWINNER V3

THE PUNTERS COMPUTER PROGRAM

NOT JUST A TIPSTER PROGRAM, Coursewinner V3 can be used by experts and occasional punters alike. You can develop and test your own unique winning system by adjusting the analysis formula, or use the program in simple mode. Coursewinner V3 uses statistical analysis of major factors including past form, speed ratings, course statistics, prize money, weight, going, trainer and jockey form etc, etc. It outputs most likely winners, good long odds bets, forecasts, tricasts etc. The database includes vital course statistics for all British courses. You can update the database – never goes out of date. *FULL PRINTER SUPPORT.*

PRICE £18.00 (all inclusive) **includes Flat AND National Hunt versions.**

AVAILABLE FOR

All supplied on tape ... AMSTRAD CPCs, BBCs, COMMODORE 64/128, SPECTRUM
(Automatic Conversion to disc) **DISCS ... (Add £3.00)** AMSTRAD PCW, IBM Format, COMMODORE AMIGA, ATARI ST

Send Cheques/POs for return of post service to ...

selec SOFTWARE

VISA

phone 24 hrs

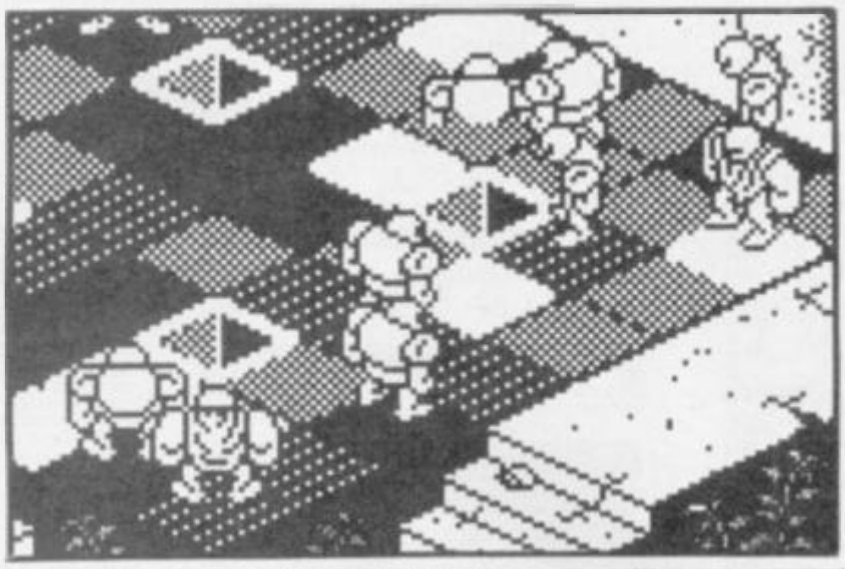
62 ALTRINCHAM RD, GATLEY, CHEADLE, CHESHIRE SK8 4DP. ☎ 061-428 7425

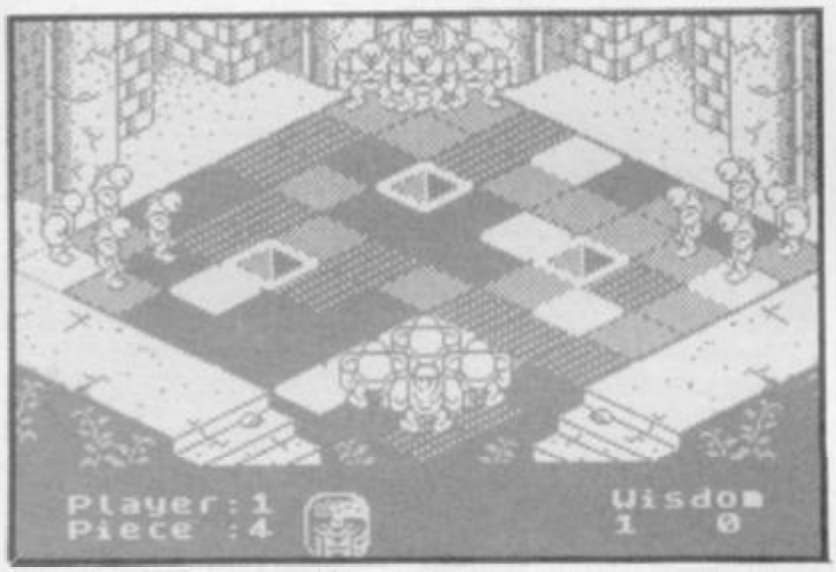
(Send for full list of our software)

POWER PLAY

Powerplay describes itself as the game of the Gods. Most people would automatically take that as a piece of biblical blasphemy on behalf of some PR person trying to imply that the great one himself spends his rainy afternoons playing this game. That is not the case. By 'Game of the Gods', Players actually mean the game played by the Greek Gods, ages and ages ago, up on Mount Olympus, simply because they had nothing better to do.

You know the game I mean. The strange chessboard with the real life people as pieces, a little like the game played by Chewbacca and C3-P0 on board the Mellenium Falcon in *Star Wars*.

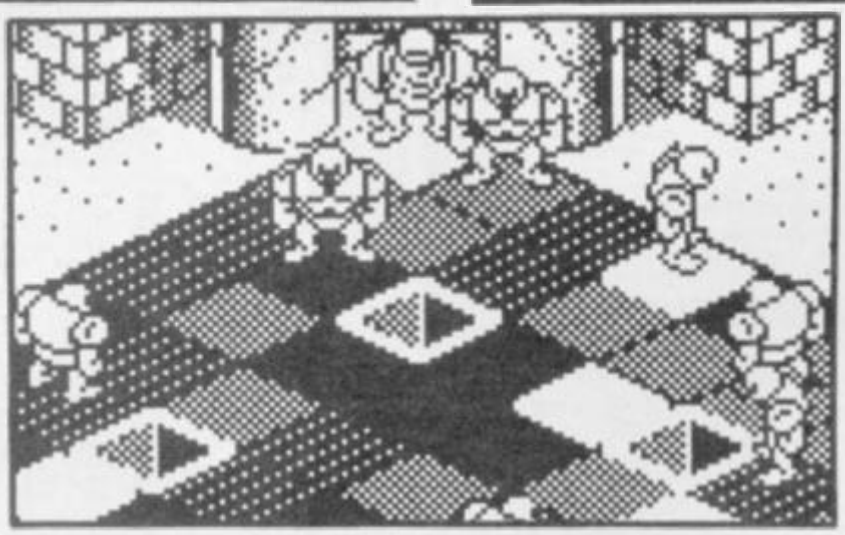




The basic aim is to try to win control of the board by successfully removing all your opponent's pieces. To do this, you have to answer some trivia questions. Oh no! not another **Trivial Pursuit**! Aaargh!

Well, OK, maybe it is a little bit Trivial, but it's a lot more fun than the former could ever be. Two to four players are gathered round a square board, divided into 100 tiles, each one shaded any of four patterns. The reason will become clear later.

Each player has an army in one of the corners. Well, by an army, I mean four characters; three Hercules and a Cyclops. Before I go on, I might as well explain the ranking system. There are four ranks in the game, going from Hercules (bottom) through to Cyclops, Minotaur and finally Satyr. The whole point behind gaining rank is so that you can live longer. More later.



As I was saying, each character starts with three Hercules and a Minotaur, and each player can move one character per turn.

Before a character can be moved, he has to answer a Trivia question. The type of question depends on which tile he's standing on. A plain tile denotes a general knowledge question, a solid black tile denotes history and geography, a check tile is science and technology and a striped tile is sport and leisure. The question is displayed along with four possible answers. The player has to decide which is correct and press the appropriate button in the time limit provided. What level of question you get is completely random. (Though more often than not, it's ridiculously easy). Should the character answer the question right, he is awarded a number of wisdom points and is then allowed to move in any of the eight directions.

Should a character accumulate 25 wisdom points, then he is allowed to mutate to the next rank. If he chooses to do so, then he spins in a dizzying manner, his wisdom points are returned to zero, and when he stops rotating, he's the next rank up.

The whole point of rank comes when challenging an enemy piece. When you are given the option to move, after correctly answering a question, you can challenge any enemy pieces adjacent to you by trying to move onto the square they're occupying. The computer gives you a random question, and the two players involved have to try to press the right button to answer the question. If one player answers incorrectly, or the other player answers first, then that player goes down one rank. Should that player already be bottom rank, then they are destroyed and removed from the game permanently. Now you see the importance of getting rank.

The graphics are fab. Large and detailed, each character is both recognisable and distinctive. The forced perspective works well and the animation is first rate. I like the way your man leaps up and down when you are selecting your player as if to say 'pick me, pick me'.

Powerplay. Not just another trivia game. A well wicked budget game. Be a devil (snigger), go out and get the Game of the Gods. It's just like heaven (titter). (Tony, cut out the God-related puns now! – GT SU's very own Odin.)■

FAX BOX

ARCADE REVIEW

POWERPLAY *Label:* ***Players*** *Author:* ***Andy Severn, Colin Swinbourne*** *Price:* ***£1.99*** *Memory:* ***48K/128K*** *Joystick:* ***various***

GRAPHICS	SOUND
84	??
PLAYABILITY 81	LAST ABILITY 86

A nice mix of trivia and Greek mythology. A snip at the price

Reviewer: Tony Dillon

OVERALL **84**

10 20 30 40 50 60 70 80 90

MICROSNIPS LTD

Dept. SINC-USER — 37 SEAVIEW ROAD WALLASEY MERSEYSIDE L45 4QN

COMPUTERS

SINCLAIR PC 200 IBM COMPATIBLE	£299.95
SPECTRUM 128+2 PLUS JOYSTICK+GAMES	£139.99
SPECTRUM 128+3 + JOYSTICK+GAMES	£199.99
AMSTRAD 464 + 17 GAMES + JOYSTICK + COLOUR MONITOR	£299.99
MONO VERSION	£199.99
AMSTRAD 6128 + 17 GAMES + JOYSTICK COLOUR MONITOR	£399.99
MONO VERSION	£299.99
SPECTRUM PLUS	£75.00
PART EXCHANGE SPECTRUM	£55.00
SAGA/COMMANDER KEYBOARD UPGRADE	£54.95

DISC DRIVES & ACCESSORIES

ROTRONICS WAFADRIVE INC Serial + Parallel Printer Interface (not including Spectral Writer)	£19.95
MRP was £69.95	£7.99
64K WAFAS 2-	£89.95
DISCIPLE	only £169.95
DISCIPLE + 3½" Drive	£59.95
*PLUS 'D'	only £159.95
*PLUS 'D' +3½" Drive	£8.99
3½" DISC CLEANER	£9.95
3" DISC CLEANER	£7.50
3"/3½" (20/40) LOCKABLE DISC BOX	£8.95
3"/3½" (80/80) LOCKABLE DISC BOX	£6.95
MICRODRIVE EXTENSION CABLE	£13.99
WAFA CENT OR SERIAL CABLE	£18.95
10-CF2 3" MAXELL/AMS DISCS	£14.99
10-3½" SSDD SONY DISCS	ea.£1.99
MICRODRIVE CARTRIDGE (4 Pack £8.95)	£4.99
MICRODRIVE BOX	

MONITORS/TV

FERGUSON MC-09 TV/MON INC+3/+2 LEAD	£219.90
PHILIPS COLOUR MONITOR INC+3/+2 LEAD	£199.95
+3 or +2 SCART MONITOR LEAD	£9.95
TV/COMPUTER LEAD £1.99 H/DUTY	£1.99

PRINTERS/INTERFACES

AMSTRAD 2160 INC +3 PRINT LEAD	£159.95
PANASONIC KX-P1081 INC +3 LEAD	£189.95
STAR LC-10 MONO £229.95 COLOUR	£279.99
CANON PW1080A/160CPS	£159.95
CITIZEN 120D/PARALLEL	£154.95
+3/ALSO NEW VERSION +2 PRINTER LEAD	£9.95
KEMPSTON 'E' INTERFACE	£37.95
LPRINT 3 INC. SER OR CENT LEAD	£39.95
ZX-PAPER ROLLS-5	£9.95
ALPHACOM 32/TIMEX THERMAL PAPER-5	£9.95
INTERFACE 1/SERIAL INTERFACE	£9.95
OPUS CENTRONICS LEAD	£9.95

JOYSTICKS & INTERFACES

CHEETAH 125 +	£7.50
MACH 1 +	£12.50
KONIX SPEEDKING & INTERFACE	£16.95
QUICKSHOT II + DUAL PORT I/F	£16.95
SPEC + 2 JOYSTICK ADAPTER	£3.99
KEMPSTON +2/+3 INTERFACE	£7.95
DK-SINGLE PORT I/F £5.95 DUAL	£9.95
DATEX HANDBLASTER & INTERFACE	£8.95
ALIEN BLASTER - QUALITY MICROSWITCHED	£6.99

GRAPHICS & SOUND DEVICES

AMX MOUSE & AMX ART	£64.95
KEMPSTON MOUSE/TOOLKIT	£49.95
TROJAN LIGHTPEN 48K £19.95 +2	£19.95
TROJAN +3 LIGHTPEN	£22.95
DK-SPECTRUM LIGHTPEN	£14.95
GRAPH PRO+LAST WORD+L/PEN £29.95 +3	£37.95
*CHEETAH SPECDRUM-DIGITAL DRUM	£29.95
SPECDRUM SYSTEM II £4.99 LATIN DRUM	£4.99
DK-3 CHANNEL SOUND	£29.95
CHEETAH MIDI INTERFACE	£49.95
RAM MUSIC MACHINE	£46.50
CHEETAH SOUND SAMPLER	£44.95

MODEMS & BACK-UP DEVICES

VTX-5000 MODEM	£39.95
PRISM MODEM 1000 Requires I/F	£39.95
MULTIFACE 1 £39.95 48/128	£44.95
MULTIFACE 3 THRU-PORT £47.95 STD	£42.95
BUS EXTENDER	£4.95

PROTECTIVE COVER

SPECTRUM PLUS £4.99 ZX SPEC	£4.99
SPECTRUM PLUS 2/3	£5.99
DMP 2000/2160/3000 PRINTER	£6.95

ALL COVERS STOCKED - CALL US

DATA RECORDERS & ACCESSORIES

FACTORY SOILED RECORDERS	£13.95
DATACORDER WITH +3 or 48/128 LEAD	£24.95
SPEC +3 CASSETTE LEAD £2.99 48/128	£1.59
HEAD ALIGNMENT KIT (SPEC)	£6.95
HEAD CLEANER & FLUID	£3.99

MRP £14.95 ONLY **£5.95** MICROBLASTER
* 8W MICRO-SWITCHED
* DUAL FIRE
DEALER ENQUIRIES WELCOME

SPARES & REPAIRS

SPEC 48 POWER SUPPLY	£9.95 128K	£12.95
SPEC + MEMBRANE	£8.95 ZX	£3.99
ZX/SPEC + SERVICE MANUAL (EUR+CI)		£29.95
16K-48K UPGRADE KIT		£34.50
SPEC +2 REPAIR	£24.95 ZX/SP+	£19.95
4164 MEM CHIPS £1.25 4116		£1.00

EDUCATIONAL SOFTWARE 5-8YR

TOPS AND TAILS	£8.95
MACMAN AND THE GREAT ESCAPE	£8.95
MACMAN'S MAGIC MIRROR	£8.95
MACMAN IN THE TREASURE CAVES	£8.95
SUNFLOWER NUMBER SHOW	£7.95
COUNT WITH OLIVER	£8.95
HERE & THERE WITH MR. MEN	£10.95
FIRST STEPS WITH MR. MEN	£10.95
CASTLES & CLOWNS	£8.95
SNAPPLE HOPPER	£8.95
PIRATE	£9.50
ANIMATED MATHS	£6.95
ASTRO MATHS	£7.99
WORD GAMES WITH MR. MEN	£10.95
GIDDY GAMES SHOW	£10.95
MASTER WORD	£3.99
LOOK SHARP	£9.95
READ-RIGHT AWAY	£7.95

PART EXCHANGE WELCOME
CREDIT TERMS AVAILABLE
£12.00 MTH=£288 APR 29.8%

+3 DISC SOFTWARE

BEST OF ELITE VOL II	£13.99
CARRIER COMAND	£14.99
DARKSIDE	£13.95
FOOTBALL MANAGER II	£13.99
GARFIELD	£13.99
GAUNTLET II	£12.95
GUILD OF THIEVES	£14.95
IKARI WARRIORS	£11.99
MAGNIFICENT 7	£15.99
OUTRUN	£11.99
OVERLORD	£11.95
PAWN	£13.99
PLATOON	£13.95
STAR RAIDERS II	£11.99
STARGLIDER	£14.95
SUPER SKI	£11.99
TAITOS COIN COLLECTION	£15.95

Postage and Packing
Under £50 add £2.00 Under £100 add £5.00
Over £100 add £10 Courier Delivery
Europe — Full price shown covers carriage. Non European add 5%
Visa Mastercharge Postgiro
International accepted
NOT Postbank Postcheque

HOTLINE – 051-691 2008
051-630 3013
24 Hr. CUSTOMER ENQUIRIES
051-630 5396 ACCOUNTS
051-639 2714 FAX NUMBER

FREE
SOFTWARE & ACCESSORIES LIST WITH FIRST ORDER

PROBABLY THE LARGEST RANGE OF COMPUTER PRODUCTS ANYWHERE

WIN WITH COURSEMASTER — NEW

THE COMPUTER HORSERACING PROGRAMME

* RATES ANY RACE IN SECONDS – ANY DAILY NEWSPAPER IS ALL YOU NEED
* NEVER out of date – Both N. Hunt and Flat – Fast data entry.
* AMAZING ACCURACY!! – Now you **CAN** BEAT THE BOOKIE!
* Works on the simple principle that **FAST HORSES BEAT SLOW ONES** !!!!!
* Clearly identifies best selection in every race plus these **AMAZING** Features:-
* First, Second and third choice shown for forecasts and Tricasts etc. Recommends most suitable type of bet.
* Actually works out your **WINNINGS** on most popular bets including (**SINGLES** and **DOUBLES**. win and each way.) **PATENTS, YANKEES, CANADIANS, HEINZ** etc. Good **EACH WAY** and **LONG ODDS** bets clearly shown.
* Will **PRINT** out your **BETTING SLIP** for you.
* Maintains a **BANK ACCOUNT – BET** Like **PROFESSIONALS** Do! (Records all your bets in any number of accounts. Keep a complete record of your betting or compare **COURSEMASTER** against your favourite tipster.
* **PLUS!!! – THE AMAZING COURSEMASTER SYSTEM**. (This superb betting system is included in the programme. A system which regularly produces huge wins from small stakes.) Try it! Can pay for itself many times over on the first day!
* Supplied with 20 page **BETTING GUIDE** and **MANUAL**.

FREE HOT TIP OF THE MONTH TO EVERY PURCHASER

All For £14.95 inc Post + packing (Disc Users please add £2.00 for disc)

Available now for all Spectrums (inc +3 disc version), Commodore 64/128, Sinclair QL, (add £1.00 for mdrive), Amstrad CPC, All PCW's, BBC and Electron, IBM PC compatibles. Please state which.

£ STOCKS AND SHARE MASTER

* A complete **STOCKS AND SHARES** manager programme written **SPECIFICALLY** for the **SPECTRUM**.
* Maintains an up to date **RECORD** of your portfolio. **PRICES, PROFIT** or **LOSS**. 50 Companies per record. Any number of records.
* **BUY** and **SELL** Shares – detailed period analysis of price movement. Should you **BUY, HOLD** or **SELL**?
* See **TOTAL** value of your holding or **INDIVIDUAL SHARES**.
* **SPECULATE** or **FORECAST**. Would you be better as a **BEAR, BULL** or **STAG**.
* Whether you play the market or buy privatisation issues then **STOCKMARKET MASTER** will keep you in touch with up to the minute information.
* Feel the buzz and vibration of the markets without risking a penny if you wish. Play the markets before deciding to invest **REAL MONEY**. Flatter your **EGO**! Would you make a **FUND MANAGER**?

The best **INVESTMENT** you can make at £14.95 inc p&p.

Available for Spectrum only. (48k and above inc +3 disc version). Plus Three version add £2.00 for disc.

£ PROFIT FROM YOUR MICRO – YOUR OWN SMALL BUSINESS USING YOUR MICRO

* **WHATEVER** your **MICRO** is you can use it to make a good income! Even if you only have a couple of hours spare each week!
* We have put together a package of easy, sensible and practical business ideas which can easily be used by anyone with any micro. No computer expertise required!!
* Earn ££'s from home doing what you enjoy doing – using your **COMPUTER**! It doesn't matter which model.
* You probably already have all you need to start earning.
* **THOUSANDS** of potential customers in your area who will **GLADLY** pay for your services. We will show you how to find them!

Full step by step guide to **EARNING MONEY FROM YOUR MICRO**.

FREE BUSINESS IDEAS CASSETTE TAPE WITH EVERY COPY £12.95 inc p&p

SPECIAL OFFER: Buy any 2 of the above – discount £2.00. Buy all three – discount £5.00

INTRASET Ltd Dept (SU), FREEPOST (No stamp needed) 6 Gilderdale Close, Gorse Covert, Birchwood, Warrington, Cheshire, WA3 2BR. (Large SAE for further details)

MAILSOFT

*** PRICE BEATERS *** SIMPLY THE CHEAPEST MAIL ORDER COMPANY *** PRICE BEATERS ***

** SPECTRUM **	OUR PRICE
1943 – D3	6.99
4 + 4 RACING	6.99
ACTION FORCE II – D2	6.30
ACTION SERVICE	6.50
ADV ART STUDIO	15.99
AFTER BURNER – D2	6.99
ALIEN SYNDROME	6.30
ANIMATOR I	9.99
ANNALS OF ROME	8.99
ARCADE FORCE FOUR	6.99
ARKANOID II – D2	6.30
ARTIST II – 128K	14.99
ARTIST II – 48K	12.99
ARTIST II – +3 DISK	14.99
ARTURA – D2	6.25
BARBARIAN II – D3	6.99
BARDS TALE – D3	7.50
BATMAN – D2	6.25
BATTLEFIELD GERMANY	8.99
BIONIC COMMANDOES – D3	6.99
BLACK LAMP – D1	5.40
BLACK TIGER – D3	6.99
BUBBLE BOBBLE – D1	5.40
BUGGIE BOY	5.40
BUTCHER HILL – D2	6.25
CARRIER COMMAND – D2	9.99
CYBERNOID II – D2	6.25
DANDY	8.50
DARK FUSION – D2	6.40
DARK SIDE – D2	6.99
DOUBLE DRAGON	6.99
DRAGON NINJA – D3	6.25
DTOMS OLYMPICS – D4	6.99
ECHELON – D3	7.50
ELITE	7.50
EMPIRE STRIKES – D2	6.99
ESPIONAGE – D1	6.50
EXPLODING FIST+	5.99
FIST+THROTTLE – D3	9.99
FLYING SHARK	5.40
FOOTBAL DIRECTOR	6.99
F. DIRECTOR 2 – D5	13.99
F. MANAGER – D3	6.99
F. BRUNOS BOX – D3	8.99
FLINTSTONES	6.50
GAME OVER 2 – D3	6.99
G. SET + MATCH 2 – D4	8.99
GARFIELD	7.50
GAUNTLET II – D2	6.99
GUERILLA WAR – D2	6.25
GUILD OF THIEVES +3	8.99
GUNSHIP – D3	6.99
G.I. HERO	6.25

** SPECTRUM **	OUR PRICE
HACKER HOTSHOT – D2	4.25
HACKERS SKILL – D3	6.25
HACKERS SOCCER – D2	6.25
IKARI WARRIORS – D2	6.50
IMP MISSION 2 – D3	6.99
INTENSITY	5.99
JAIL BREAK	2.99
JEWELS OF DARKNESS	8.99
JINXTER +3 DISK	8.99
KARATE+	6.99
KNIGHT ORC	8.99
KONAMI COLL – D4	6.99
KRYUS	5.99
LANCELOT – D5	10.99
LED STORM – D3	6.99
LIVE+LET DIE – D3	6.99
MAGNIFICENT 7 – D4	8.99
MOTOR MASSACRE – D2	6.25
M.O.T. UNIVERSE – D3	2.99
NEMESIS	2.99
NIGHT RAIDER – D3	7.50
MANSELLS RACING – D4	7.50
OCEAN COMPETITION	8.99
OCP ART STUDIO	8.99
OOPS	6.99
OPERATION WOLF – D3	5.99
OUTRUN – D3	6.99
OVERLORD – D2	7.50
PACLAND	6.30
PACMANIA	6.30
PEGASUS BRIDGE	8.99
PETER BEARDSLEY	6.30
PSYCHO PIGS UXB – D4	6.99
QUESTION SPORT – D3	10.99
RAMBO III – D3	5.99
RASTAN	5.25
RED OCTOBER	9.99
ROAD BLASTER – D3	6.99
ROBOCOP – D3	5.99
ROY OF ROVERS – D3	6.25
R-TYPE	6.99
SALAMANDER	5.25
SAMAURAI WARRIOR	5.25
SAVAGE	5.99
SHACKLED – D3	6.99
SILICON DREAMS	9.99
SOLDIER OF FORTUNE	5.99
SOLDIER OF LIGHT	5.99
SORCERER LORD	8.99
STALINGARD – D2	7.50
STARGLIDER – D3	8.99
SUMMER OLYMPIAD	5.30
SUPER SPORTS – D3	6.25

** SPECTRUM **	OUR PRICE
TAITO COIN OPS	8.99
TARGET RENEGADE – D2	5.99
TECHNO COP – D3	5.99
THE DOUBLE	7.75
THE FURY – D3	7.50
THE GAMES – D3	6.99
THE PAWN – 128K	8.99
THEATRE EUROPE	4.99
THUNDER BLADE – D4	6.99
THUNDER CATS – D2	5.50
TIGER ROAD – D4	6.99
TIME STOOD STILL – D2	5.25
TIME + MAGICK – D3	10.99
TIMES OF LORE – D3	7.50
TOTAL ECLIPSE – D3	6.99
TRACK SUIT MANAGER	6.99
TYPHOON – D3	5.99
UNTOUCHABLES – D3	5.99
VICTORY ROAD – D3	5.99
VINDICATOR – D2	5.99
VIRUS – D1	5.25
VULCAN	7.50
WE ARE CHAMPS – D4	6.99
WEC LE MANS – D3	5.99
WHIRLIGIG – D1	5.99
ZULU WAR	7.50

*** JOYSTICKS + ACCESSORIES ***	
10 + 3" DISKS	24.99
PLUS +2/+3 COVER	4.99
PLUS 2 LEAD	3.99
PLUS 3 CASS LEAD	3.99
MULTIFACE 128K	39.99
MULTIFACE 3	39.99
MULTIFACE 3+1 PORT	43.99
DUAL PORT TRACE	11.99
INTERFACE +3	8.99
KEMPSTON INTERFACE	6.99
CRUISER JISTICK	11.99
CRUISER CLEAR	9.99
TAC 5 – JISTICK	12.99
TAC 2 – JISTICK	9.99
PREDATOR JISTICK	11.99
NAVIGATOR JISTICK	13.99
KONIX JISTICK	8.99
KONICK – AUTO	9.99
COMP PRO 5000 BLACK	11.99
COMP PRO 5000 CLEAR	12.99
COMP PROF 5000 EXTRA	13.99
QUICK SHOT 6	7.50
QUICK SHOT TURBO	10.99
CHEETAH MACH 1	13.99
CHEETAH 125+	7.99
CHEETACH 125 SPECIAL	11.99

ALSO AVAILABLE ON DISK FORMAT D1 = £8.99, D2 = £9.99, D3 = £10.99, D4 = £12.99, D5 = £3.99.
PRICES INCLUDE P&P IN U.K. EEC ADD £1.00 PER TAPE. ELSEWHERE ADD £1.50.
CHEQUES/POs PAYABLE TO: MAILSOFT (SU), PO BOX 589, LONDON N15 6JJ.
ACCESS AND VISA ORDERS ACCEPTED. PLEASE GIVE ALTERNATIVE CHOICE, IN CASE ITEMS ARE OUT OF STOCK.

********** PRICE MATCHING **********

IF YOU SEE THE SOFTWARE YOU REQUIRE CHEAPER BY ANOTHER MAIL ORDER COMPANY, JUST ENCLOSE THE LOWER PRICE AND SEND TO US. THIS DOES NOT APPLY TO OTHER COMPANIES SPECIAL OFFERS.
IF YOU DO NOT SEE THE ITEM YOU REQUIRE SIMPLY DEDUCT 25% OFF THE R.R.P. AND SEND TO US (EXCEPT NINTENDO SOFTWARE).
PLEASE NOTE WE STOCK SOFTWARE FOR ALL COMPUTERS.

A TORRENT OF DESTRUCTION RISES FROM THE DEPTHS!

You never know what's lurking beneath the surface, laying in wait, ready to attack ... Any second now the underwater onslaught will begin taking you completely unawares. You'll need split second timing as you drop your depth charges – your only weapons – as you fight back destroying the enemy submarines armed with heat seeking torpedoes, floating mines and cruise missiles.

LICENSED BY CBS/FOX CORPORATION

THE DEEP™

CBM 64/128 £9.99 cassette £14.99 disk
Spectrum £8.99 cassette £12.99 disk
Amstrad £9.99 cassette £14.99 disk
Amiga £24.99 disk
Atari ST & IBM PC £19.99 disk

UNDER THE TRANQUIL SURFACE OF A SUN BLEACHED SEA A SUBTERRANEAN MENACE MASSES ITS FORCES!

U.S. Gold, Units 2/3 Holford Way, Holford, Birmingham B6 7AX Tel: 021 356 3388

MAIN

SPECTRUM

OPERATION WOLF	5.59
FOOTBALL MANAGER 2	3.99
MAD MIX	5.59
REX	6.29
LANCELOT	10.50
BOBSLEIGH	6.99
CHARLIE CHAPLIN	6.29
SUPER HANG ON	6.99

SPECTRUM

ROY OF THE ROVERS	5.59
FERNANDEZ MUST DIE	6.99
SHACKLED	6.25
STALINGRAD	6.95
DR JEKYLL & HYDE	5.59
THUNDERCATS	5.55
RANGE	6.99
CYBERNOID 2	7.99

SPECTRUM

BAJA MANIA	6.25
NINJA 2	8.99
BEYOND ICE PALACE	5.59
AMERICAN MASSACRE	5.59
OUT RUN	6.29
VIRUS	5.55
FLINTSTONES	6.25
SOLDIER ONE	5.55

SPECTRUM

PINK PANTHER	5.55
GREAT GIANA SISTERS	6.25
ALT WORLD GAMES	5.55
T-WRECKS	5.55
VIXEN	6.25
ALIEN SYNDROME	6.25
INTENSITY	5.55
DARK FUSION	5.55

LATEST SOFTWARE

SPECTRUM

ARKOID II	5.55
CHUBBY GRISTLE	6.99
RASTAN	5.55
IMPOSSIBLE MISSION II	6.29
T-WRECKS	5.59
GL SUPERSKILLS	5.59
MATCHDAY II	5.55
ROAD BLASTERS	6.29
STALINGRAD	6.95
TEST MASTERS	6.25
EUROPEAN CHAMPIONS	5.55
THE DOUBLE	7.89
CRICKET MASTER	5.55
THE VINDICATOR	5.55
BARBARIAN II	9.09
THE COLLECTIVE WORKS	9.09
ACTION FORCE II	5.55
ALT WORLD GAMES	5.55
ARCTIC FOX	6.25
BALL BREAKER II	5.55
MARAUDER	5.55
SOPHISTRY	5.55
RAMPARTS	4.50
NIGHT RAIDER	9.09
MICKEY MOUSE	5.55
PREDATOR	6.99
PSYCHO PIG UXB	6.29
BASKET MASTER	5.55
SHACKLED	6.29
BEYOND THE ICE PALACE	5.59
SKATE CRAZY	5.59
BLOOD BROTHERS	5.59
BUGGY BOY	5.59
SOLDIER OF LIGHT	5.59
G GOOCH TEST CRICKET	5.99
GALIPOLI	6.29
GARFIELD	6.29
GNOME RANGER	6.99
GOTHIK	5.59
GUADALCANAL	6.99
GUILD OF THIEVES	11.20
GUNSHIP	6.99
GUNSLINGER	6.29
GUNSMOKE	6.29
HERCULES	5.59
INDIANA JONES	6.29
JEWELS OF DARKNESS	10.45
KNIGHTMARE	6.99
KRYPTON FACTOR	5.59
LAZER TAG	6.29
LEADERBOARD	6.99
LIVING DAYLIGHTS	6.99
MONOPOLY	6.99
NAPOLEON AT WAR	6.29
NIHILIST	5.59
NORTH STAR	5.59
NOT A PENNY MORE	10.50
NOW GAMES 5	6.99
OVERLORD	6.99
PAPERBOY	5.59
PEGASUS BRIDGE	9.69
REVENGE OF DON	5.59
ROADWARS	6.29
ROUNDHEADS	6.99
SABOTEUR 2	5.59
SCALEXTRIC	6.99
SEPTEMBER	6.99
SIDE ARMS	6.29
BLACKLAMP	5.55

SPECTRUM

BIONIC COMMANDO	6.29
CRAZY CARS	6.95
YETI	6.25
CROSSWIZ	5.55
CHARLIE CHAPLIN	6.29
STREETFIGHTER	6.29
WIZARD WARS	6.29
CYBERNOID	5.59
DARKSIDE	6.95
WHERE TIME STOOD STILL	5.55
TARGET RENEGADE	5.55
DESOLATOR	6.29
VIXEN	6.29
THE DARK SIDE	6.95
EMPIRE STRIKES BACK	6.99
EARTHLIGHT	5.55
FOOTBALL MANAGER II	6.99
THE FLINTSTONES	6.25
THE FURY	6.29
GREAT GIANA SISTERS	6.29
GEE BEE AIR RALLY	5.59
VIRUS	5.59
VENOD STRIKES BACK	6.29
GUTZ	5.55
RACE AGAINST TIME	3.49
HOPPING MAD	5.59
IKARI WARRIORS	6.29
LEE IS SPACE ACE	9.09
KARNOV	6.99
DR JEKYLL & HYDE	5.55
OUTRUN	6.29
720	6.29
FIREFLY	5.50
SILENT SERVICE	6.99
SOLID GOLD	6.99
SPECTRUM 4	5.59
STRIP POKER 2	5.59
TELADON	5.59
TERRAMEX	6.29
THEY SOLD A MILLION	6.99
THUNDERCATS	5.59
TOP GUN	5.59
TRAZ	6.29
TREASURE HUNT	5.59
TRIVIAL BABY BOOMER	10.45
TT RACER	6.99
UNITRAX	6.20
VENOM STRIKES BACK	5.59
WONDERBOY	6.99
WORLD OF LEADERBOARD	6.29
YETI	5.59
RAMPARTS	4.50
SOLDIER OF FORTUNE	5.59
FERNANDEZ MUST DIE	6.29
NATO ASSAULT COURSE	9.50
SUMMERTIME SPECIAL	??
WAR ON WANT	??
14 SEPARATE GAMES	1.50
HARD GUY	2.50
TRAILBLAZER	2.50
JET SET WILLY	2.50
NOW GAMES 3	2.50
THE EIDOLON	2.50
HIJACK	2.50
PUB GAMES	2.50
RED HAWK	2.50
BUGGY BOY	5.59
MAGNETRON	5.55
ALL NEW BLOCKBUSTERS	5.59

SPECTRUM

ALL STARS	6.29
ANNALS OF ROME	9.69
BACKGAMMON	4.20
BATTLEFIELD GERMANY	9.69
BEDLAM	6.29
BLOOD ALLEY	6.99
BOBSLEIGH	6.99
BULLS EYE	5.59
CALIFORNIA GAMES	6.29
CHAMPIONSHIP SPRINT	6.99
CLEUDO	6.99
COLOSSUS BRIDGE	8.40
COLOSSUS CHESS	6.99
COMPUTER CLASSICS	4.89
CONFLICTS	9.69
CORPORATION	5.59
COUNTDOWN	5.59
DAN DARE 2	5.59
DARK SCEPTRE	5.59
DATA EXITS ARC ALLEY	4.89
DRAGONS LAIR TWIN PACK	5.50
DRAUGHTS	4.19
DRILLER	10.40
EARTHLIGHT	5.59
ELITE COLLECTION	10.49
ENDURO RACER	6.99
EVENING STAR	5.59
EVERY SECOND COUNTS	5.59
F15 STRIKE EAGLE	6.99
FAMOUS COURSES VOL 1	3.75
FIVE STAR GAMES 3	6.99
FLYING SHARK	5.59
GREYFELL	2.50
DEACTIVATORS	2.50
HYBRID	2.50
BRIDE OF FRANKENSTEIN	2.50
DEADRINGER	2.50
MOUNTIE MICKS DEATHRIDE	2.50
TRIAXOS	2.50
KILLER RING	2.50
TOAD RUNNER	2.50
CAMELOT WARRIORS	2.50
TEMPEST	2.50
GUN RUNNER	2.50
GAMA RANA	2.50
XARQ	2.50
JET SET WILLY 2	2.50
METABOLISA	2.50
WEST BANK	2.50
COSMIC SHOCK ABSORBER	2.50
PULSMOP	2.50
INNERITANCH	2.50
REVOLUTION	2.50
HYPABALL	2.50
GRANGE HILL	2.50
FIFTH QUADRANT	2.50
THE FORCE	2.50
MANDRAGORE	2.50
MIND SHADOW	2.50
SPACE SHUTTLE	2.50
BATTLE OF PLANETS	2.50
FRIDAY THE 13TH	2.50
HACKER	2.50
BALL BLAZER	2.50
GO-TO-HELL	2.50
ORBIX	2.50
J BARRINGTON SQUASH	2.50
RESCUE ON FRACTULUS	2.50
DOGFIGHT 2187	2.50

SPECTRUM

LEVIATMON	2.50
MONTY ON THE RUN	2.50
SPIN DIZZY	2.50
HACKER 2	2.50
BASKETBALL 2 ON 2	2.59
SAILING	2.59
OUT OF THIS WORLD	2.59
RED L.E.D.	2.50
THEY STOLE A MILLION	2.50
XOR	2.50
SUPERGRAN	2.50
CONVOY RAIDER	2.50
AUF WIEDERSEHEN MONTY	2.50
THING BOUNCES BACK	2.50
BLACKMAGIC	2.50
EXPRESS RAIDER	2.50
LAST MISSION	2.50
RAMPARTS	4.59
BUBBER	2.50
MARTIANOIDS	2.50
SURVIVOR	2.50
GUNSLINGER	2.50
CRYSTAL CASTLES	2.50
QUARTET	2.50
FIRETRAP	2.50
BIG TROUBLE IN LITTLE CHINA	2.50
GAUNTLET DEEPER DUNGEONS	2.50
CHOLO	2.50
MYSTERY OF NILE	2.50
BIGGLES	2.50
ZIP ZAP	1.25
HARERAISER	1.25
MICROL USE & LEARN	1.25
WARLORDS	1.45
STONKERS	1.25
INTO EMPIRE	1.15
DANCE FANTASY	1.69
WORLD CUP FOOTBALL	1.59
ON THE OCHI (DARTS)	1.65
SNOOKER	1.65
GOLF	1.65
BLACKHOLE	1.59
VIOLENT UNIVERSE	1.59
BACKPACKERS	1.59
PYRAMID	1.69
DRIVE IN	1.69
DOOMSDAY CASTLE	1.69
CHESS	1.59
ROAD RACERS	1.50
DIMENSION DESTRUCTION	1.50
VIDEO POOL	1.59
CASINO ROYALE	1.59
CHESS THE TURK	1.50
PSI GAMES	1.69
MOTHER SHIP	1.69
COSMIC DEBRIS	1.59
MISSION IMPOSSIBLE	1.59
EXTERMINATOR	1.59
ARMAGEDDON	1.59
FREEZE BEES	1.59
SAM SPADE	1.59
BRAIN DAMAGE	1.59
ARCADE ACTION	1.65
STARSHIP ENTERPRISE	1.59
SUPERMUT	1.69
ORDITER	1.69
CYBER RATS	1.69
SLIPPERY SID	1.59
CONFUSION	1.50

DEPT SU: 61 STAFFORD STREET, HANLEY, STOKE-ON-TRENT, STAFFS ST1 1LW

Please make crossed cheques payable to:

"SOFTWARE CITY". Enquiry line: 0782 281544

EVENT

SPECTRUM +3

OPERATION WOLF	10.49
FOOTBALL DIRECTOR 2	10.99
FOOTBALL MANAGER 2	8.50
PSYCHO PIG UXB	8.49
ALT WORLD GAMES	8.99
BEYOND ICE PALACE	8.39
BIONIC COMMANDO	8.99
CHARLIE CHAPLIN	8.99

SPECTRUM +3

BUGGY BOY	8.30
FLINTSTONES	10.45
SHACKLED	8.99
GREAT GIANA SISTERS	8.99
WHERE TIME STOOD STILL	10.40
STREET FIGHTER	8.99
OUTRUN	8.99

SPECTRUM 128

FOOTBALL DIRECTOR 2	11.99
GHOSTBUSTERS	6.99
HACKER	6.99
KORONIS RIFT	5.99
LITTLE COMP PEOPLE	6.99
DATAGENIE	6.99
ICON GRAPHIX	9.09
VULCAN	6.99

SPECTRUM 128

GLADIATOR	6.99
FAIRLIGHT	6.99
SWEEVO'S WORD	6.99
HUNCHBACK III	5.59
MATCHDAY	6.99
STARS ON 128	6.99
BEDLAM	6.29

WARE KNOCKOUTS

SPECTRUM

CASEY JONES	1.50
ICICLE WORKS	1.50
KILLER KONG	1.59
DO DO	1.65
TITANIC	1.65
ALL OR NOTHING	1.59
KAKATOE	1.55
CHESS (SINC)	1.59
KING ARTHUR'S QUEST	1.59
CLUB RECORD CONTROL	1.59
BRAX BLUFF	1.59
PUNCTUATION PETE	1.59
PAZZAZ	1.65
SPACE ATTACK	1.65
DISPOSABLE HEROES	1.65
DERVISH	1.65
OCTAGON SQUAD	1.65
FREEDOM FIGHTER	1.65
TEMINUS	1.65
BOUNDER	1.75
XCEL	1.75
I.C.U.P.S.	1.70
TOUCHDOWN USA	1.70
WARLORD	1.70
REALM OF IMPOSSIBLE	1.70
SNOOKER	1.59
VALKRIE II	1.59
ENIGMA FORCE	1.59
TOY BAZER	1.59
KOMPLEX	1.59
HARERAISER	1.59
LIFE OF HARRY	1.50
KAGARA	1.50
ZACARON MYSTERY	1.50
ANFRACTOUS	1.50
MERCHANT OF VENICE	1.50
HENRI IV	1.50
TIME MANAGER	1.50
DECISION MAKER	1.50
AZTEC	1.59
RUN FOR GOLD	1.59
BEAMRIDER	1.50
CODE NAME MATT II	1.50
WILLOW PATTERN	1.50
SOFTWARE STAR	1.50
TWISTER	1.59
CONFUZION	1.59
EUREKA	1.50
PSI GAMES + THE TURK	1.60
PYRAMID & TITANIC	1.59
ZOIDS	1.59
WAR ON WANT (14 games)	1.50
ENDURO	1.50
TRANS-ATLANTIC	1.50
ATLANTIC CHALLENGE	1.50
GROWING ADRIAN MOLE	1.50
KRONIS RIFT	1.59
PRODIGY	1.59
PRODIGY II	1.59
EXPLORER	1.50
HERO	1.59
ZOIDS	1.59
WAR ON WANT (14 games)	1.50
DANDY	1.50
CLIFF HANGER	1.50
PITFALL 2	1.59
SHERLOCK	1.59
YOUNG ONES	1.59
MAX HEADROOM	1.59

SPECTRUM

KRAKOUT	2.50
IMPOSSABALL	2.50
KAT TRAP	2.50
ACTION REPLAY	2.50
HARD GUY	2.50
MASK	5.55
MYSTERY OF THE NILE	6.25
OUT OF THIS WORLD	6.95
STRIKE FORCE HARRIER	6.95
ARNEHAM	6.25
BISMARCK	6.95
CROSSWIZ	5.55
SALAMANDER	5.55
KONAMI COLLECTION	6.95
D.T. OLYMPIC CHALLENGE	6.99
TYPHOON	6.29
BARDS TALE	6.29
TRACKSUIT MANAGER	6.99
DIAMOND	5.59
HOTSHOT	6.29
OVERLANDER	5.59
GAUNTLET II	6.29
ROLLING THUNDER	6.29
ALIEN SYNDROME	6.30
PLATOON	6.99
SUPER HANG-ON	6.99
COMBAT SKOOL	5.59
HERO OF THE LANCE	6.99
GRYSOR	5.59
S.S. BASKET BALL	6.29
1943	6.95
MERCENARY	6.95
XOR	5.59
MANKEE	6.95
ZULU WAR	6.29
WORLD WAR I	5.55
INTERNATIONAL FOOTBALL	6.29
FOOTBALL DIRECTOR	6.29

SPECTRUM +3

IKARI WARRIORS	9.09
ROAD BLASTERS	9.09
ACTION FORCE	9.09
FOOTBALL MANAGER II	10.49
RAMPARTS	9.09
FLINTSTONES	10.49
DARK SIDE	10.49
MICKEY MOUSE	9.09
SKATE CRAZY	9.09
HOPPING MAD	9.09
BUGGY BOY	8.39
CHARLIE CHAPLIN	9.09
BLOOD BROTHERS	9.09
BIONIC COMMANDO	9.09
BEYOND ICE PALACE	8.39
ALT WORLD GAMES	9.09
Dr Jeykyll & HYDE	9.09
BEDLAM	9.09
SHACKLED	9.09
MARAUDER	9.09
CYBERNOID	10.49
PSYCHO PIG UXB	9.09
VENOM STRIKES BACK	9.09
GREAT GIANA SISTERS	9.09
WHERE TIME STOOD STILL	10.49
STREET FIGHTER	9.09
PHILOSOPHERS QUEST	6.99
KINGDOM OF HAMIL	6.99
ACHETON	10.99

SPECTRUM

STAR RAIDERS 2	6.49
DESOLATER	9.09
DEFLECTOR	9.09
DE LUX SCRABBLE	11.19
COMBAT SCHOOL	9.09
BUBBLE BOBBLE	9.09
BRIAN CLOUGH FOOTBALL	9.09
BLOOD BROTHERS	9.09
BIONIC COMMANDOS	9.09
ACTION FORCE 2	10.49
ACTION FORCE	10.49
ACE 2	9.09
ACE	4.09
A.T.F.	9.09
FIREFLY	10.49
FRIGHTMARE	9.09
GAME SET & MATCH	12.59
G.L. FOOTBALL	9.09
GAUNTLET 2	9.09
GUTZ	10.49
INTO EAGLES NEST	9.09
JINXTER	11.19
LIVE AMMO	10.49
MATCHDAY 2	10.49
MAGNIFICENT 7	12.59
OUITRIUN	9.09
PLATOON	10.49
RASTAN	10.49
RENEGADE	10.49
ARKANOID 2	10.49
ROLLING THUNDER	9.09
SCRUPLES	10.49
SHACKLED	9.09
SKATE CRAZY	9.09
TARGET RENEGADE	10.49
TETRIS	9.09
THUNDERCATS	10.49
WE ARE THE CHAMPIONS	12.56
CHARLIE CHAPLIN	10.50
ST BASKETBALL	10.50
WE ARE CHAMPIONS	12.69
GRYZOR	10.50
ARKONOID II	10.50
VENUM STRIKES BACK	9.09
TRAZ	9.09
FRIGHTMARE	9.09
STAR RAIDERS	9.09

SPECTRUM

IK+, RENEGADE, RAMPAGE, BARBARIAN, SUPER SPRINT, SPY V SPY TRILOGY	5.49
SPY VS SPY, ISLAND CAPER, AIRTIC ANTICS, DATA E, ARCADE ALLY	4.99
COMPUTER HITS 4	5.99
COMPUTER HITS 3	6.99
COMPUTER CLASSICS	4.99
6 PAK VOL 3	6.99
ELITE COLLECTION	10.49
FIVE STAR GAMES 3	6.99
FOUR SMASH HITS	6.99
NOW GAMES 5	6.99
MAGNIFICENT 7	6.99
TOP TEN CELECTION	6.99
TEN GREAT GAMES	6.99
TEN GREAT GAMES II	6.99
THEY SOLD A MILLION	6.99
THEY SOLD A MILLION II	6.99
THEY SOLD A MILLION III	6.99
ARCADE FORCE FOUR	6.99
LIVE AMMO	6.99
KONAMI COIN-OPS	6.99
KONAMI ARCADE COL	6.99
SOLID GOLD	6.99
6 PAK VOL 2	6.99
INTO EAGLES NEST, BATTY, SHOCKWAY RIDER, ACE, INTERNATIONAL KARATE, LIGHT FORCE, TOP TEN COL	8.39
SABOTEUR, SABOTEUR 2, SIGMA 2, AIRWOLF, CRITICAL MASS, DEEP STRIKE, TURBO ESPIRIT, BOMB JACK 2, COMBAT LYNX, THANATES, NOW GAMES 5	6.99
HACKER II, KAT TRAP, REBEL, PROHIBITION, STREET HASSLE, INTERNATIONAL KARATE, TEN GREAT GAMES II	6.99
THE DUCT, MASK, AUF WIEDERSEHEN MONTY, SAMURAI TRILOGY, CONVOY RAIDER, JACK NIPPER II, BASIL GREAT MOUSE DET, DEATH WISH II, THING BOUNCES BACK, FINAL MATRIX, ARCADE FORCE FOUR	6.99
GAUNTLET, ROAD RUNNER, METROCROSS, INDIANA JONES, LIVE AMMO	6.99
GREEN BERET, ARMY MOVES, RAMBO, TOP GUN, GREAT ESCAPE, ALL STARS	6.29
XECUTOR, INSIDE OUTING, BOBBY BEARING, MINDSTONE, SHADOW SKIMMER, WARLOCK, BRIAN BLOODAXE, PSYTRAXX	?????

SPECTRUM 48/128 COMPILATIONS

KONAMI ARCADE COL	6.99
JAIL BREAK, MIKIE, GREEN BERET, YIE AR KUNG FU II, NEMESIS, UNSROAD, HYPER SPORT, PING PONG, YIE AR, JACKOL, WE ARE THE CHAMPIONS	6.99

ALL PRICES 30% LESS THAN NORMAL SELLING PRICE

Please make crossed cheques/Pos payable to "The Main Event". P/P is free but we would appreciate a First Class stamp with your order although this is not compulsory.

Europe please add £1.00 per item. Please state make and model of computer. We apologise for any alteration of omissions since going to press.

IF you reckon we're talking rubbish don't just stand there . . .

Tell us what you think.

Stick your comments on paper, fill in and cut out the coupon below and send it in . . .

GRAHAM

FOOTBALL MANAGER 2

After reading your review of **FM2** I bought it, loaded it, threw it around in disgust and then took it back for a different game. You don't often make mistakes, but didn't you mean 0.8% for the sound (beep) and 6.8% for the amazing graphics? I have to agree with your lastability mark as it takes 99% of the day to finish one season. I wonder how much you got paid for giving this drivel such a great review, or was Graham Taylor just stone drunk at the time? I honestly think I would rather play **Soccer Boss!** I think this means you owe me £10 for the game and at least another £5 for the inconvenience . . .

Simon Brown
Letchworth
Herts
Putting his fiver towards: Operation Wolf

● *Not so much stone drunk, just . . . well . . . merry. Sorry we can't come up with £10 for the game, but at least your £5 will ease the pain. But if Taylor, who knows nowt about footie, likes FM2, then it MUST be good. I think.*

GARFIELD

How dare you, Graham Taylor, give **Garfield** ten stars, when the most I would give it would be 5? It has QUITE good graphics, but is very boring in black and white. You couldn't have asked for a more boring game. The only good part is when you kick Odie up the bum. Come on **SU**, you CAN'T give **Garfield** a Classic.

Robert Harvey
Fife
Putting his fiver towards: Karnov

● *But we are, and we can, and we did, and we do, so there. Garfield was one of those rare games where the whole is more than the sum of the parts, he said in such a way that everyone thought he must be very wise.*

HOTSHOT

What a load of rubbish mate! You want your head testing, Jenkins. What a nut! 91 for **Hot Shot** – Minus 91 more like. This game is really rubbish. I mean, you gave us a preview free on Megatape 5 with the brillo **Bratattack.** Come on mate, you can do better – please!

Mark Ford
Denton
Manchester
Putting his fiver towards: Usagi Yojimbo

● *It would be nice to be able to award minus scores sometimes, but what happens when you get below minus 100? Does the game collapse and become a black hole, sucking the whole magazine into itself? Sounds a bit risky to me.*

CHRIS

CYBERNOID

I have the one billion dollar question to put to E.T. features (otherwise known as Chris Jenkins). 1) Did you get drunk before playing **Cybernoid 2?** 2) If not then why did you give it only 92%? This game is mega-mega-mega cool. Tourists flock from all over the universe just to see it, and they pay large amounts of money just to play it for one second. You must be mad only giving it 92%, but I still like your mag (slurp!). PS If you do not print this I will feed all my **SU**s to next door's cat.

Scott McKellar
Erskine
Putting his fiver towards: Operation Wolf

● *First, that's two questions. No, I wasn't drunk but I did have toothache. Two, I gave it 92% 'cos that's how good it is. Since I answered the questions, don't you owe me a billion dollars? I'll be down to collect the day after tomorrow, Incidentally, the resemblance to E.T. has been mentioned before, but I maintain it's not my best profile. Awrrrk! Phone home!*

EVERY SECOND COUNTS

Chris, what possessed you to give **Every Second Counts** 54%? It doesn't even deserve 5! It's about as thrilling as watching paint dry on a white wall, and has the playability of Monopoly without street names. And it's SO BORING! It deserves to be on the dung heap where it came from. Bad review!

Andrew Coates
Croydon
Putting his fiver towards: Operation Wolf

● *I'm very upset. Just for once I decide to err on the side of generosity, and I make allowances for the fact that some people LIKE incredibly boring quiz games, and I get mercilessly machine-gunned. Tch.*

ROADBLASTERS

Is Chris Jenkins on glue lad? (Yes – GT). I mean his review of **Roadblasters** is far too low. It deserves at least 90% just for the lastability, and should be a Classic.

Please get rid of Jenkins, as he doesn't know what he's rambling about.

Paul Sharratt
Leicester
Putting his fiver towards: Operation Wolf

● *I dunno, there's no pleasing some people. I thought* **Roadblasters** *got a pretty fair mark. Please don't turn me out in the street, I'm too old and hopeless to find anywhere else to go. Pass the Bostik*

INTENSITY

On September 8th, I purchased Your Sinclair (and you admit it??? – GT) and read the review of **Intensity.** On September 16th, I purchased Crash (Heresy! Sacrilege! – GT) and read the review of **Intensity.** On the 19th I went out and bought **Intensity.** I then played it, and it is absolutely fantastic. Three days later, I buy **SU**, and you have given **Intensity** only average marks. I am lucky I buy all three Speccy mags; if I just bought **SU** I would not have had the pleasure of playing **Intensity.** Your reviews are badly on the decline and if you don't kill yourselves and let another set of reviewers run the magazine, I shall go and ******* in a yoghurt pot (and stop buying **SU** also). By the way, **Deviants** is brilliant.

Sholem Lenkiewicz
London
Putting his fiver towards: Gold, Silver, Bronze

● *Well, you can guess which bits of your letter we agree with, and which made us run away blubbing. On balance we've decided that we won't kill ourselves, but we will hide our yoghurt in future.*

ALIEN SYNDROME

How could that Jenkins bloke give such a naff game 89%? I am of course, writing about **Alien Syndrome,** one of the worst games I've played since I bought my Spectrum six months ago. The graphics are only mediocre, and the scrolling is the worst I have ever seen. The extra weapons are mostly useless and the end of level guardians look more like blue and yellow blobs than "obscene masses of quivering protoplasm". The two player option, while quite good fun adds little to the atmosphere. In a nutshell, **Alien Syndrome** is no more than a **Gauntlet** rip-off with a few frills. Think twice before you buy this game.

Andrew Robinson
Whalley
Lancs
Putting his fiver towards: R-Type

● *Is it really necessary for me to point out that Andrew comes from Whalley? OK,* **Syndrome** *is based on the same idea as* **Gauntlet,** *but as I pointed out, it feels completely different because it's not just constant shooting. As for the scrolling, if you've never seen anything worse than this, you're very lucky. Considering the area that's being scrolled, it's great, so nyah nyah nyah.*

The WRITE STUFF?!-

TONY

DALEY THOMPSON '88

72%! 72%! Tony needs to have his glasses fixed, 'cos it should have been 92%! I thought you great guys would be sensible and give **DT '88** a Classic, but oh no! TD thought he'd be clever and write the review without his glasses on. The grafix and animation could knock out any humble Amiga owner, the 128K sound is just like the audio cassette you get with this mega classic game, but the game is so hard! This should have been a nominee, if not the winner, in the game of the decade awards!
Bobby Singh Dohil
Ilford
Putting his fiver towards: Operation Wolf

● *That would just about make it the best game ever in the world space, wouldn't it? In which case it should have got 100%, shouldn't it? In which case your suggestion of 92% couldn't possibly be enough, could it? So you must be completely bonkers, QED.*

DROIDZ

Hey! Who is this maniac bed-wetting rosla who thinks **Droidz** is good? 91 out of 100? Pheeoo! Someone printed a 9 instead of a 0, didn't they? So crap, unplayable **Droidz** is better than amazing, addictive **Marauder** and brilliant, even more addictive **Bionic Commando,** is that what you're tryiung to tell me? Because you know you've got a disgusting taste in games ane everyone will disagree, probably.
Leigh Loveday
Port Talbot
Putting his fiver towards: R-Type

● *Dillon gets the blame for this one. His signature fell off the review because it was too disgusted with itself to live. Still, what exactly is a rosla? We'd like to know, see, before we decide whether it's an insulting enough term for the Dildoid.*

TARGET RENEGADE

Wow! Jim has finally got a review right. (Thanks a bunch – JD). Giving **Target Renegade** 10 stars was the most sensible thing he has done this year. The graphics are mega cool, playability and colour are brill. OK, I admit it's easy, I completed it after six goes (boast boast). Even if you can complete it, it will have you going back for more. **Target Renegade** is a must for all you punks out there – it's a vast improvement on **Renegade.**
Asim Waseem
Swansea
Putting his fiver towards: Operation Wolf

● *FINALLY got something right? FINALLY got something RIGHT? I was under the impression I was ALWAYS right. Still, it's nice to have your opinion confirmed by the faithful readers.*

BIONIC COMMANDOS

You silly people, you should have executed Jim Douglas ages ago. (We tried – GT). Jim, how could you give such a well 'ard game as **Bionic Commados** seven measley stars? Oh yes, in the review you said that it wasn't crap; of course it isn't crap, who do you think you are? The 128K tunes are totally wicked and the sound effects are good too. If you've got enough dosh stashed away, buy this, it's a very good game.
Ricardo Griffin
Eastbourne
Putting his fiver towards: R-Type

● *I don't think good 128K music and a few blobby sound effects makes it worth more than seven stars. You gotta look at the gameplay; I did, and there was about seven stars worth. Simple, yes?*

MARAUDER

Flurgelinklesplurgaroonie! I (myself and nobody else) have just been playing **Marauder** for 8 hours 37 minutes straight! I even forgot to go to school! My mum has called the men in white coats, and they're coming down the path now so I had better make it short. 90%? It's easily the best vertically scrolling shoot-'em-up I have ever played (and I've played quite a few. It deserved a Classic (at least!)

The graphics are some of the best I have ever seen on ye olde Speccy, and the sound on the 128K is amazing. It is the most addictive game I have ever played. 80 out of 100 for addictiveness? Jim Douglas should be hanged, drawn and quartered. And . . . ARRGH! They've got me! (Can I play **Marauder** in my cell? What? Then I'm going to shoot myself. Blam!!!)
Alan Davey
Farnborough
Putting his fiver towards: Action Force

● *Hanged, drawn and quartered just for giving a game only 90%? What would you do to parking offenders, or people who returned their library books late? I dunno, sometimes I think we're catering to an audience of right wing authoritarian loonies. Never mind, eh?*

JIM

Every so often – well very often actually – you write to tell us that we know nothing about anything and insist that some program we trashed is actually the best game ever. Conversely you blast us for saying something is great that you absolutely loath and detest.

Enough is enough. We can't take any more, if you think you're as clever you write the damn magazine. We mean it!

Every month we'll devote a page to a selection of your opinions on the latest software. Don't get mad – write the review you think the game should have received and we (subject only to space) will print it.

Now, aside from seeing your work in print we will send you a crisp £5 – or cheque – to put towards the software title of your choice – tell us what you plan to spend the money on if your review is printed.

You've probably noticed that we don't print pictures any more, so you can stop sending them. Jim only sticks them on his typewriter and burns a hole in them anyway.

So get cracking – write your reviews and send them together with the completed coupon below.

YOUR REVIEWS
Maximum 150 words. No swearing, libel or illegibility and come out of the corner fighting. Don't beat around the bush – tell us straight what you think. Send your review (or any recent game) and fill in the coupon. *Send the lot to The Write Stuff, Sinclair User, 30-32 Farringdon Lane, London EC1R 3AU.
EC1R 3AU.

Name .....

Address .....

.....

I'm going to put my fiver towards .....

.....

***Reviews supplied without full name and address will not be considered for publication.**

Professional Reprographic Services
Customer: Sinclair User
File No: write stuff
Disc: SU RED/WHITE
Month: DECEMBER

COMPETITION WINNERS

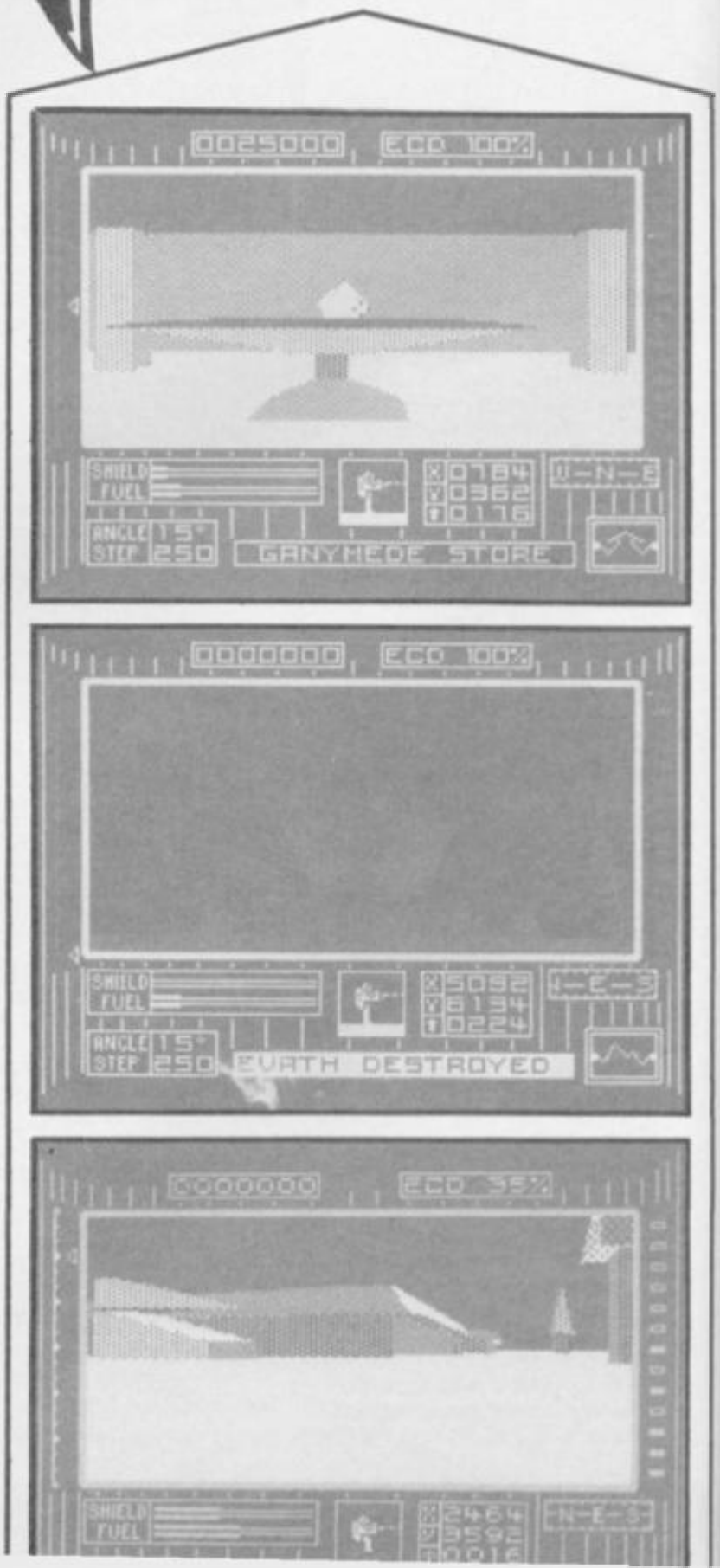
PLUS 3 BONANZA

You'll never guess who won the fantastic +3 from our Dark Side compo. So we'll tell you. It was:

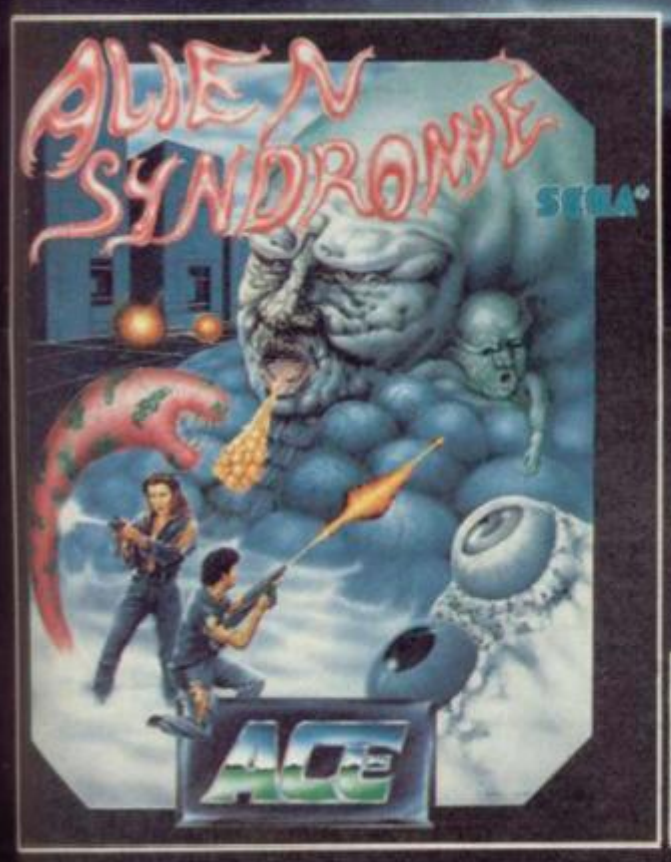
Shane Bigwood, Tareham, Hants.

And the rest of the unsightly lot listed get themselves a poster and a key ring each.

David Willett, Braelebridge Heath, Lincoln; Keith Crossen, Belfast; Paul Nolan, Southall, Middlesex; Mark Wilson, Hull, N Humberside; Struan Moore, West Calder, Scotland; Mike Stoute, Bury St Edmunds, Suffolk; Andrew Richards, Bridgend, Mid-Glamorgan; Neil McDonald, Bridge of Don, Aberdeen; Phillip Welch, Wolverhampton, West Midlands; Nathan Ramsden, Wakefield, W Yorks; Ross Hamilton, Broxburn, West Lothian; Mr K P Ashby, Bolton, Lancs; Stephen Bellamy, County Durham; Stanley Silva, Woodberry Down, London; Billy Jackson, Mosley, Birmingham; Neil Bradley, Haworth, York; James Reid, Motherwell, Strathclyde; Mr J Gurney, Gillingham, Kent; David Griffiths, Harpenden, Herts; Simon Elliott, Mosley, Birmingham; Wai Lap Man, Carshalton, Surrey; William Bealby, Worksop, Notts; Andrew Bradley, Preston, Lancs; James Reid, Scotland; Stefen Lewis, Bury St Edmunds, Suffolk; Vincent Daniels, Whalley Range, Manchester; Jonathan Sandys, Working, Surrey; Stewart Hickley, Kirkintilloch, Glasgow; Andrew Clark, Irthlington, Carlisle; John Pinheira, Sundsuall, Sweden; Craig Mortimer, Kirkby, Liverpool; Mark Jones, West Midlands; Philip Roberts, Warrington, Cheshire; Peter Brownlow, Bolton, Lancs; Richard Mather, Hudds, W Yorks; Jonathan Procter, Edgbaston, Birmingham; Edward James, Telford, Shropshire; Mark Greenacre, Ipswich, Suffolk; Richard Collins, Stamford, Lincs; Stephen Boyle, Horsted Keynes, West Sussex; Daniel O'Neill, Trowbridge, Wiltshire; Robert Mellor, Huddersfield, West Yorkshire; Simon Coulson, Scarborough; Christopher Martin, Strichley, Birmingham; Peter Lambert, Stornoway, Isle of Lewis; Dax Parsons, Norwich, Norfolk; A Bowles, Wallsenk, Tyne & Wear; David Gordon Thomson, Chingford, London; Duncan Blyth, Edinburgh, Scotland; C J Down, Exeter, Devon.



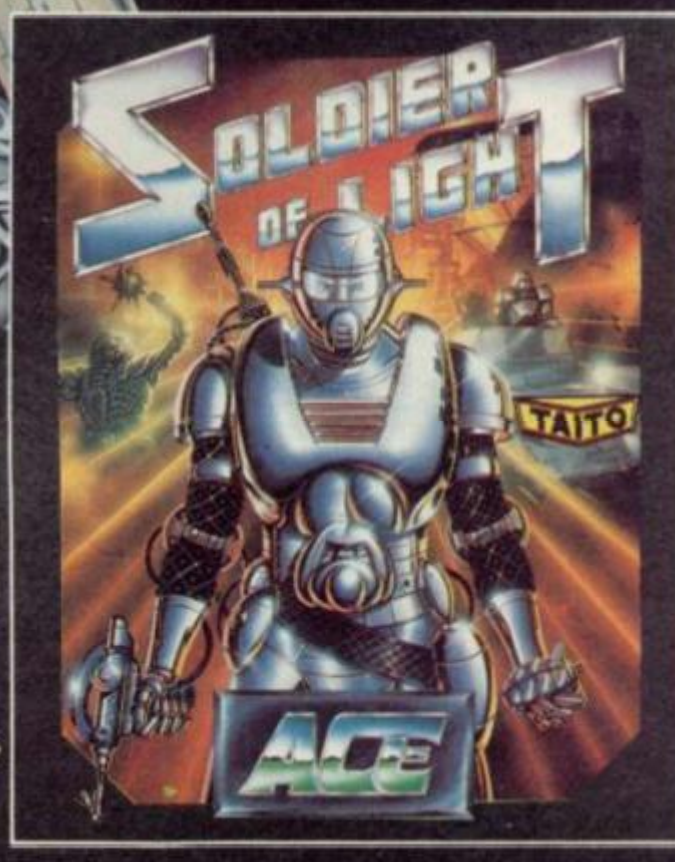
ACE POWER!



ACE

COMMODORE 64 · ATARI ST
NOW ON AMIGA £24.99
SPECTRUM £8.99
(+3 DISC £14.99)
"Alien Syndrome is simply brilliant"
ZZAP SIZZLER

Available on SPECTRUM and
NOW ON ATARI ST £19.99
COMMODORE 64 £8.99
(COMMODORE DISC £14.99)
"This is a great conversion" THE GAMES MACHINE



I was surrounded. A thousand screaming alien goons coming at me from every single angle, wailing and firing and shooting for all they were worth. They never stood a chance. Swift moves and a happy trigger finger despatched the slimebags in an ionised cloud.

Of course, reversing into the ceiling and blowing myself to bits wasn't really a technically strategic move, but, come on – I'm nearly on the second level.

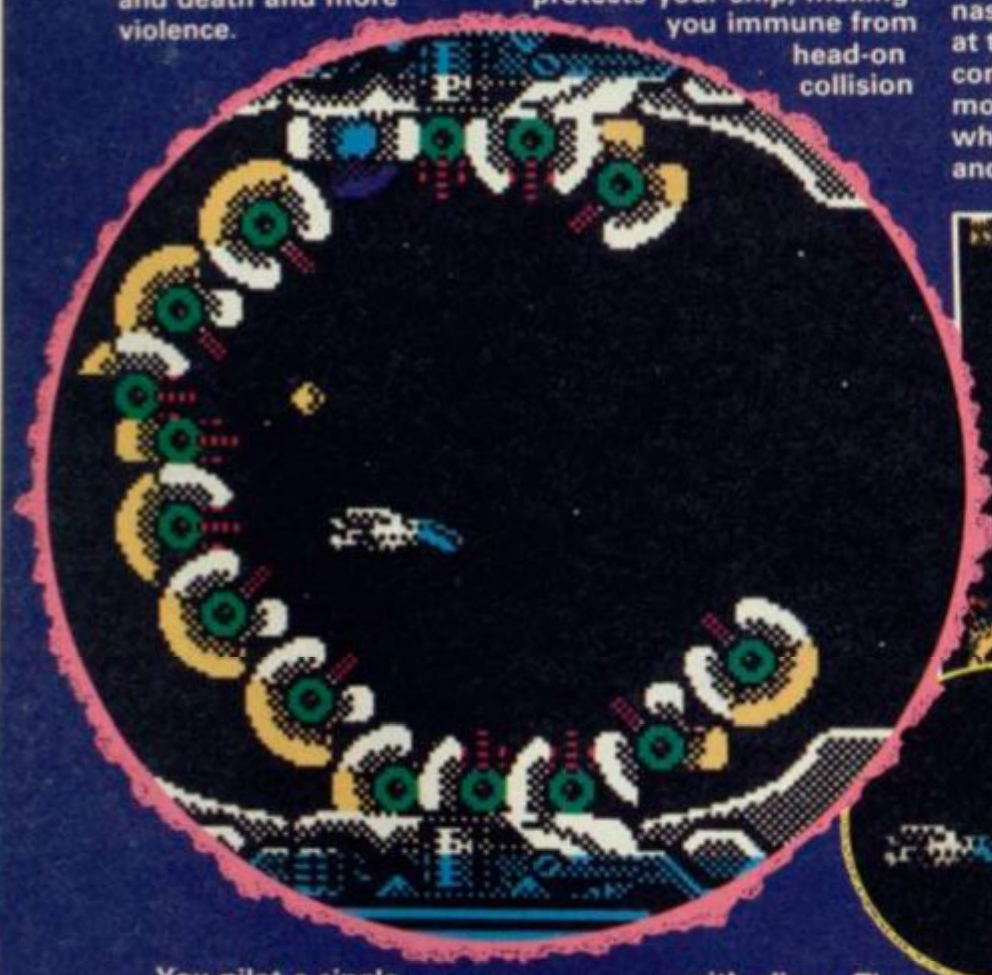
You've already read stacks about R-Type, so I don't need to explain the story. It's enough to say that it's probably the space shoot-out in the arcades, but is it any good on the Spec?

Marvellous. It's all colour and violence and weapons and death and more violence.

conceivable form of nasty. Flyers, walkers, shooters and bumpers, weird and wonderful Gigeresque alien constructions and it's just so *fast*.

The most exciting thing about R-Type is the range of weapons available for collection at certain points in the game. By blowing away specific types of bad guys – usually walkers – a jewel will appear which, on collection will produce fantastic effects the next time you hit fire. The extras available include rocket bombs which home in on the nearest alien, reflective lasers which bounce around all over the shop and lots more besides.

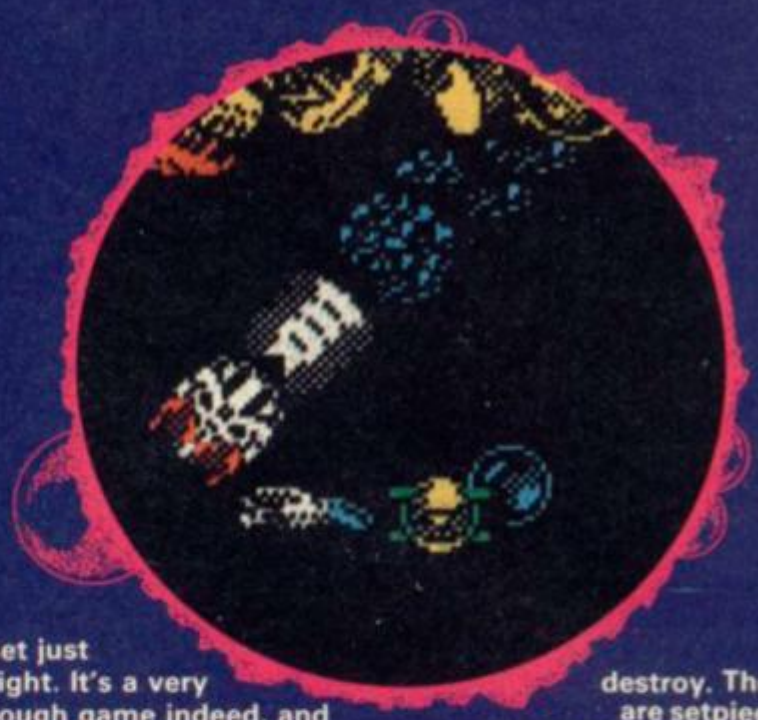
The first item to appear after a jewel pick-up is the Probe, a kind of revolving bumper affair which protects your ship, making you immune from head-on collision



You pilot a single-seater spacecraft (which actually looks very stupid) into the heart of an alien planet with a view to destroy the whole place. Along the way, you'll come up against virtually every

with aliens. The probe can also be fired off into a high-risk area of the screen to clear a path. Of course, when it's not attached , you're vulnerable.

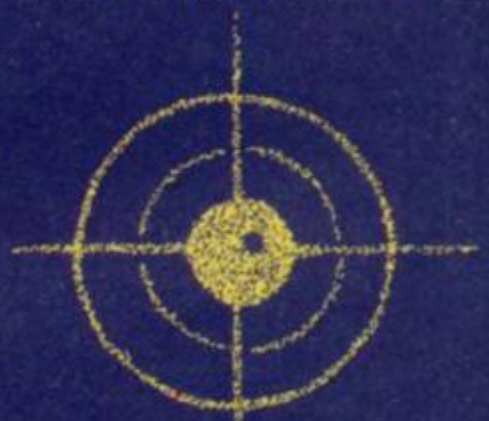
The level of difficulty is

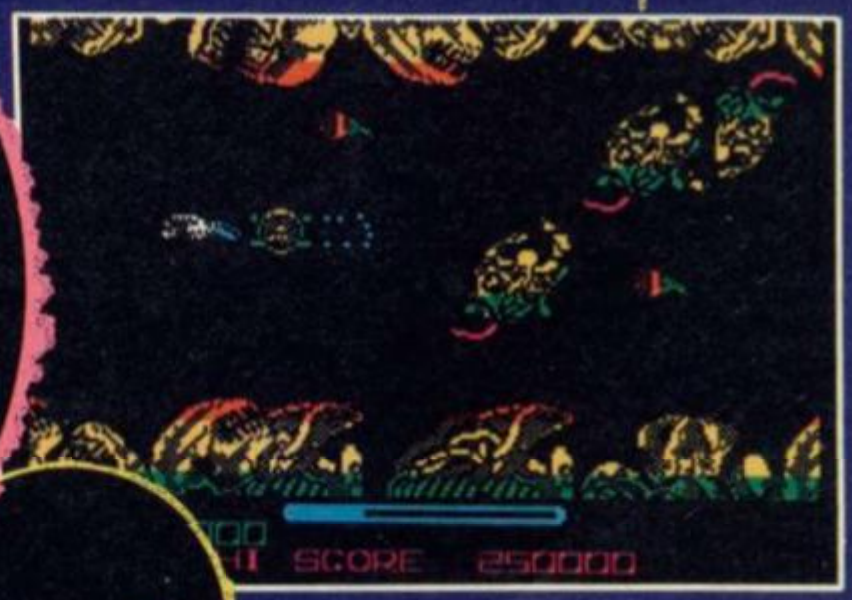


set just right. It's a very tough game indeed, and you'll be lucky to get past the first level after a couple of days, but whereas lots of other shoot-outs rapidly become impossible, R-Type still feels as if it can be cracked if you persevere. Even when you're horribly outnumbered, it is possible to move your way out of trouble.

After the initial waves of alien fighter formations, you gradually come into contact with nastier and nastier baddies. Inevitably, at the end of each level, you come across a huge monster which needs a whole cartload of firepower and a lot of strategy to destroy. These are setpieces of the game and they're so absurdly extravagant they'd be silly if they weren't so bloody difficult.

R-Type is a multi-load. After every few minutes of



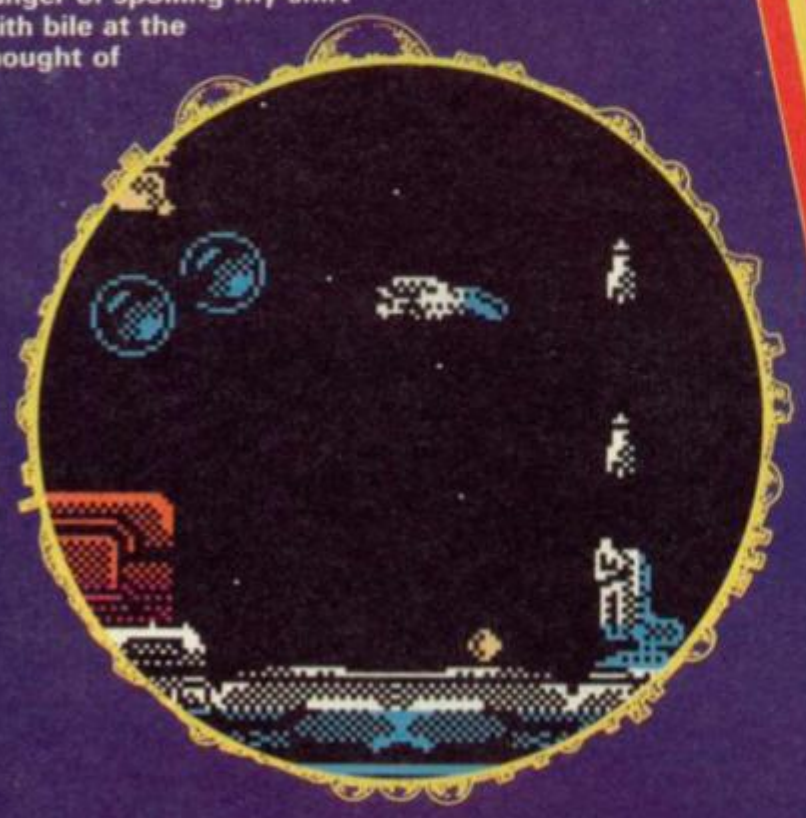


R-T

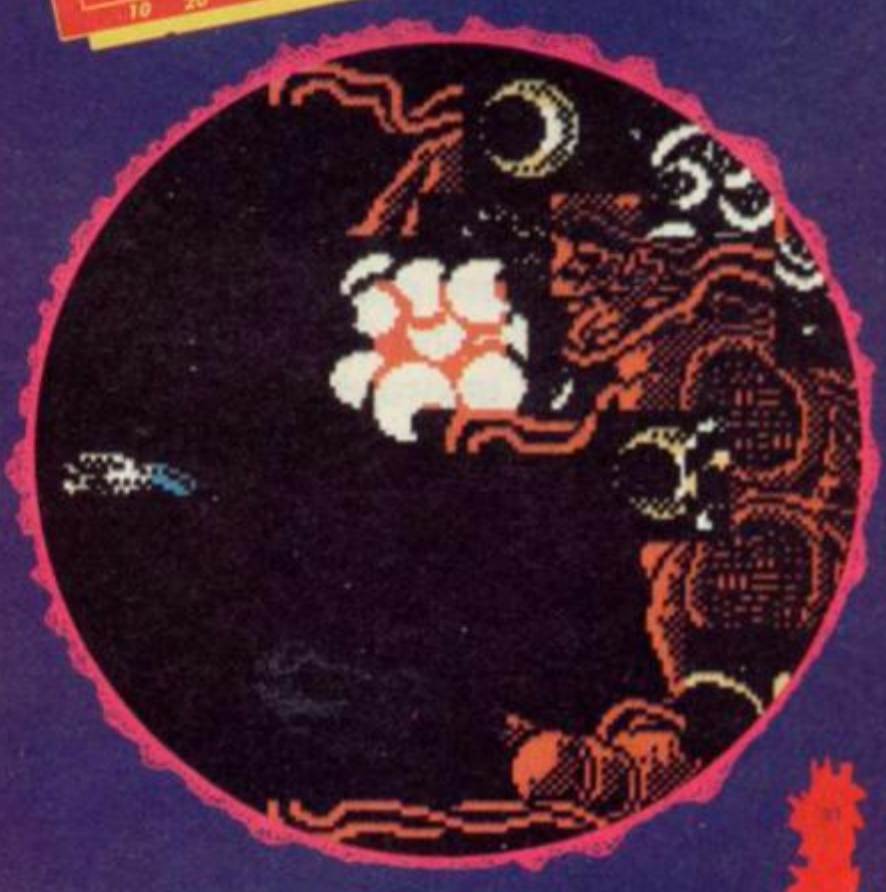
scroll (assuming you could fly through unhampered) you have to load the next section. There are eight

levels in all, some of which are combined in one load, others requiring a load a piece.

Personally, I was in danger of spoiling my shirt with bile at the thought of another scrolling space shoot-out, but R-Type proved me wrong, wrong wrong. It's fab. Colourful, action packed and a very faithful conversion. A+■



ARCADE REVIEW
FAX BOX
R-TYPE Label: Activision Author: Bob Pape Price: £9.99 Memory: 48K/128K Joystick: various
GRAPHICS 80
SOUND 70
PLAYABILITY 90
LAST ABILITY 80
Possibly the best space shoot-'em-up conversion ever!
Reviewer:
OVERALL 90
10 20 30 40 50 60 70 80 90



TYPE

oi!! BUY THIS!!

No messin'. You young punks gotta be seen in this! The all-new 1988 SU T-Shirt is totally great and comes with the near legendary punk from the amazing Street Fighter **issue of SU. It does not only guarantee instant credibility on the street, it comes in a choice of two fabulous sizes; XXL for really big people and medium for normal type people. It's also pretty cheap for something that is so totally marvellous. So buy it OK?**

THE SU T-SHIRT COSTS £5.95

Please complete the form below:
Send me ..... T-shirt(s). I enclose a cheque or postal order, made payable to 'Sinclair User' for £..... (no of shirts times £5.95). This price includes postage and packing. I will wait 28 days for my T-shirt but no longer. I have ticked the size that I want.

Name .....

Address .....

.....

.....

Tick size required: Extra Large ☐ Medium ☐

SEnd completed form to: SU Punk T-Shirt Offer, EMAP PREMIUM SALES, 14 HOLKHAM ROAD, ORTON SOUTHGATE, PETERBOROUGH PE2 0UF

BARGAIN SOFTWARE:
60 Boston Road, Hanwell, London W7 3TZ

Open 10 am to 8 pm 7 days a week

BUY BY PHONE
RING 01-995 3652
01-741 1222
0525 371884

ENQUIRIES RING
01-567 7621

PRICE PROMISE

If you wish to purchase any product from our list and find that you can buy the same product cheaper from another mail order company, simply enclose the lower amount, stating the name of the other company and where you saw the advert. (It must be a current issue). Price Promise does not apply to other companies' "Special Offers".

	RRP	OUR PRICE
AFTERBURNER	9.95	6.99
A.T.F.	8.95	6.25
ACE 2088	7.95	5.50
AIRBOURNE RANGER	9.95	6.99
ALIEN SYNDROME	9.99	6.95
ARKANOID II – REVENGE OF DON	7.95	5.50
ARTURA	7.99	6.50

ANY TITLE ONLY £3.99

ARKENOID
ARMY MOVES
AVENGER
EARTHLIGHT
EMPIRE STRIKES BACK
FIREFLY
GAMES OVER
GUTZ
LIVING DAYLIGHTS
RENEGADE
ROBIN O THE WOOD (128K)
SORDERON'S SHADOW
STAR WARS
WINTER OLYMPIAD
WIZBALL

BARBARIAN II	9.95	6.75
BLACK TIGER	8.99	6.99
BOOT CAMP (19)	8.95	6.50
BUTCHER HILL	7.99	6.50
CARRIER COMMAND	14.95	9.95
COMBAT SCHOOL	7.95	4.99
CORRUPTION	15.95	12.95
CYBERNOID II	7.95	6.50
DALEY THOMPSON OLYMPIC CHALLENGE	9.95	4.99
DARKSIDE (Disc £10.50)	9.95	6.75
DARK FUSION	7.99	6.50
DOUBLE DRAGON	7.99	5.50
DRAGONUS	2.99	2.99
DREAM WARRIOR	8.99	6.25
DYNAMIC DUO	7.99	5.50
ELIMINATOR	8.99	6.50
ECHELON	9.99	7.99
EMLYN HUGHS INT SOCCER	9.95	6.99
FERNANDEZ MUST DIE	8.95	6.50
FOOTBALL DIRECTOR	8.95	6.00
FOOTBALL MANAGER II	9.95	6.50
GAMES WINTER EDITION	9.95	7.99
G.I. HERO	7.95	5.50
GARY LINEKER'S HOTSHOT	7.99	6.50
GUERILLA WARS	7.95	5.50
GUNSHIP (Disc £9.99)	9.99	6.40
INTENTITY	7.95	5.50
LANCELOT	14.95	10.50
LAST NINJA II	12.99	8.99
LAZER SQUAD	9.95	6.99
LIVE AND LET DIE	8.95	6.50
MAD MIX	8.95	6.99
MARAUDER	7.99	6.50
MATCH DAY II	7.95	3.99
MOTOR MASSACRE	7.99	6.50
MIND FIGHTER	14.95	10.50
NETHERWORLD	9.95	8.50
NIGHT RAIDER	9.99	7.99
NOT A PENNY MORE NOT A PENNY LESS	14.95	4.99
OPERATION WOLF	7.95	5.50
OUT RUN	8.99	7.50
PAC LAND	8.99	6.50
PAR 3 (Leaderboard and Tournament - Worldclass)	14.95	11.99
PLATOON	9.95	4.99

ALL 30 GAMES ONLY £5.90

ANTICS	DEMON KNIGHT	TUBECUBE
PLANTFALL	NED'S GARDEN	INVASION
GRIDRUNNER	SPACE INTRUDERS	ESCAPE
BISMARK	MIGHTY MAGUS	LAZERZONE
METEOR STORM	FALL OF ROME	STRONTIUM DOG
JET SET GORTIE	DRAUGHTS	PYRAMANIA
3D TUNNEL	XADOM	MICROMOUSE
STOCKMARKET	DETECTIVE	DRAGONS BANE
FRIDGE FRENZY	20 TONS	CARPET CAPERS
THE VALLEY	CHESS PLAYER	BLOOD 'N' GUTS

WE ARE THE CHAMPIONS ONLY £6.50
1K + RENEGADE RAMPAGE BARBARIAN SUPERSPRINT

COIN OPS £4.99
GREEN BERET, MIKIE, HYPER SPORTS, YIE AR KUNG FU, PING PONG

TAITO COIN OP HITS £8.99
RASTAN, FLYING SHARK, RENEGADE, BUBBLE BOBBLE, ARKENOID II, ARKENOID, SLAP FIGHT, LEGEND OF KAGE

FIST AND THROTTLE ONLY £8.99
IKARI WARRIOR, BUGGY BOY, THUNDERCATS, DRAGONS LAIR, ENDURO RACER

BEST OF BEYOND ONLY £4.99
Sorcerons Shadow
Doomdarks Revenge
Enigma Force
Shadow Fire

BEAU JOLLY'S SUPREME CHALLENGE £8.99
ELITE, SENTINAL, TETRIS, ACE II, STAR GLIDER

NOW GAMES 3 ONLY £3.99
NICK FALDO PLAYS THE OPEN
SORCERY CODENAME MAT II
EVERYONES A WALLY
A VIEW TO A KILL

MAGNIFICENT 7 ONLY £6.50
DISC £13.95
HEAD OVER HEELS
COBRA & ARKANOID
SHORT CIRCUIT + WIZBALL
FRANKIE GOES TO HOLLYWOOD
GREAT ESCAPE + YIE AR KUNG FU

10 GREAT GAMES VOL II ONLY £8.95
AUF MONTY + MASK
DEATHWISH 3 + JACK THE NIPPER 2
BULL DOG + THING BOUNCES BACK
FINAL MATRIX + BASIL THE GREAT MOUSE DETECTIVE
CONVOY RAIDERS + SAMURAI TRILOGY
REBOUNDER + DUCT

KONAMI'S ARCADE COLLECTION £6.50
SHAOLINS ROAD, JAIL BREAK, MIKIE, YIE KUNG FU II, HYPER SPORTS, GREEN BERET, NEMESIS, YIE AR KUNG FU, JACKAL, PING PONG

LIVE AMMO ONLY £6.50
DISC £10.99
ARMY MOVES
RAMBO
GREEN BERET
TOP GUN
GREAT ESCAPE

GAME, SET AND MATCH II ONLY £8.50
MATCHDAY II, IAN BOTHAM BASKET MASTER, TRACK AND FIELD, SUPER HANG ON, SUPERBOWL, WINTER OLYMPIAD '88, STEVE DAVIS SNOOKER, NICK FALDO OPEN GOLF, INDOOR SPORTS

GAME SET & MATCH ONLY £7.99 (DISC £13.99)
FEATURING: BASKETBALL · SOCCER · VAULT · SWIMMING · SHOOTING · ARCHERY · TRIPLE JUMP · WEIGHTLIFTING · PING PONG · PISTOL SHOOTING · CYCLING · SPRINGBOARD DIVING · GIANT SLALOM · ROWING · PENALTIES · SKI JUMP · TUG OF WAR · TENNIS · BASEBALL · BOXING · SQUASH · SNOOKER/POOL

SOLD A MILLION II £4.99
BRUCE LEE, MATCH DAY, MATCH POINT, NIGHT BALL

SAM III £4.99
RAMBO, GHOST BUSTERS, KUNG FU MASTER, FIGHTER PILOT

	RRP	OUR PRICE
PROJECT STEALTH FIGHTER	14.95	10.50
PRO SOCCER SIMULATOR	9.99	6.99
RAMBO 3	8.95	6.50
RASTAN SAGA	7.95	4.99
ROADBLASTER	8.99	7.50
ROBO COP	7.95	5.50

ANY TITLE ONLY £2.99

ANDYCAP
CROSSWIZE
DALEY THOMSONS SUPER TEST (128 only)
DRAGONS LAIR I OR II
DYNAMITE DAN
EQUINOX
GOTHIK
MANTRONIX
MS PACMAN
MYSTERY OF THE NILE
NEMESIS THE WARLOCK
NEMISES
NEVER ENDING STORY (128 only)
POLE POSITION
ROBIN OF THE WOOD (128 only)
ROCK 'N' WRESTLE
SHADOW FIRE
SIDE WIZE
STAR PAWS
SUPER SPRINT
TYRON

ROY OF THE ROVERS	7.99	6.50
R-TYPE	8.95	6.50
RYGAR	8.99	7.50
SALAMANDER	7.95	5.90
SAVAGE	7.95	5.50
SILICON DREAMS	14.95	5.99
SOLDIER OF FORTUNE	7.95	5.50
SOLDIER OF LIGHT	7.95	5.90
STREET FIGHTER	8.99	7.50
SUMMER OLYMPIAD	7.95	5.50
T-WRECKS	7.99	6.50
TARGET RENEGADE	7.95	4.99
TELADON	8.99	6.50
TENKO COP	7.99	6.50
TERRAPODS (by Psygnosis)	9.95	6.95
THE MUNSTERS	9.95	6.99
THUNDER BLADE	8.99	7.45
THUNDERCATS (Disc £9.99)	7.95	5.20
TIGER ROAD	8.99	7.25
TRACKSUIT MANAGER	8.95	6.50
TRIVIAL PURSUIT (New Beginning)	14.95	11.20
TYPHOON	7.95	5.50

ONLY £1.99 EACH

EDDIE KIDD JUMP CHALLENGE
HEARTLAND
I OF THE MASK
IAN BOTHAMS CRICKET
MANIC MINER
PITFALL II
TINDERBOX
TOY BIZARRE
ZENJI
3D COMBAT ZONE AND CHESS

VICTORY ROAD (Disc £9.99)	7.99	5.50
VINDICATOR (Green Beret II)	7.95	4.99
VIRUS	7.95	5.50
WHERE TIME STOOD STILL (128K)	7.95	4.99
WORLD CLASS LEADERBOARD	8.99	7.50
1943	8.95	6.99

SPECIAL OFFER QUICKSHOT II JOYSTICK £5.20

BARGAIN SOFTWARE ORDER FORM

SU/12/88

Please send me the following titles. BLOCK CAPITALS please!

Type of computer

Title	
	Amount
Total enclosed £	

Date .....

Name .....

Address .....

.....

.....

.....

Tel. no. .....

VISA Access

Please make cheques or postal orders payable to **BARGAIN SOFTWARE.**
Prices include P & P within the U.K: Europe please add £0.75 per tape:
Elsewhere please add £1.00 extra per tape

BARGAIN SOFTWARE 309 GOLDHAWK ROAD LONDON W12 8EZ

VISIT OUR NEW SHOP 18 MARKET SQUARE LEIGHTON BUZZARD BEDS.

TH

The festive season is almost upon us so what better way to celebrate than by giving something for nothing. Well, almost for nothing!

It's competition time for adventurers, and it's a really easy one. All you have to do is come up with a suitable name for my panther, the name I like best wins. She's getting so big now that 'kitty' doesn't suit her any more.

Somewhere on these pages you should find a coupon, entries must be submitted on the official coupon.

The winner will get a large bag of goodies, including a copy of **Knight Orc**, so it's well worth entering.

And there's more! Not content with giving software away we've also got a couple of special offers for you so that you can save some cash as well . . . What more could you ask for?

Tom Frost of Tartan Software has put together six compilation tapes ranging from the Tartan 5 to the Tartan 11 plus 2. The Tartan 5 comprises **SHIPWRECK, CASTLE EERIE, PRINCE OF TYNDAL, CROWN OF RAMHOTEP** and **PROSPECTOR.** It costs £5.50 which saves you £2.35. The Tartan 11 plus 2 comprise Tartan 5 plus **SIX-IN-ONE** plus **DOUBLE AGENT** and **ESCAPE.** A fantastic 13 adventures for £11.50 saving you £5.25.

If you would like to take advantage of these offers or you would like details of the other compilations then write to Tom, enclosing an SAE, at 61 Baillie Norrie Crescent, Montrose, Angus DD10 9DT.

Tom has also informed me that the **DOUBLE AGENT** competition has been extended to 30th November 1988, so if you're quick you may still be in with a chance of winning £50 for the shortest possible solution.

her face is barely visible..
the couch rumbles on..
i'm ready for your instructions.
look into eyes
i look at those dark eyes..they
seem to brighten,white all
around grows dim.....i do longer
see the couch,nor her face!
in those deep pools i see images
yet to come!..a dark room.....
i see three people in white
shrouds,clamouring over a bed in
the corner.....they are young
women and giggle intermittently
..not the laughter of innocent
youth,but of something much more
sinister..there is someone in
the bed..i hear noises...there
must be a dog here,yes a dog,
chewing a piece of meat?

This month I thought I'd give you the opening commands to get you on your way in a few adventures. They are all extracts from solutions sent in by Alan Phillips. Alan took the trouble to look me up at the PC Show to hand in his contribution.

DRACULA PART ONE

East, pay coachman, east, south, examine desk, ring bell, sign register, read register, north, up, unlock door, open door, north, look around, examine table, get lamp, examine drawer, light match, light lamp, drop lamp (placed on table), south, down, east, sit (at table), read menu . . . what follows next depends on your choice of menu so experiment.

S.M.A.S.H.E.D.

Open locker, ask Crank about still, search pit, get money, north, east, nw, south, west, north, north, ask Fake for key, (looks but he can't find it), south, northeast, north (in bar), west (VIP tent), get cat, east, south, southwest, south, x-ray cat, north, west, enter chopper, switch on, pull joystick, (flying over latrine, cat begins to retch and out comes the key yuk!), land chopper, get key, down, east, south, unlock door (to medical store), west, get syringe, get pills, get catgut, get anaesthetic, get sodium pentathol, east, north, west, south, east . . .

THE CALLING

Enter car, get gloves, leave car (hear thunder), north, north (outside house – door is already open), north, examine armour, west, west, play piano, get flute, east, east, north, west, examine hollow, read diary, east, northeast, east (kitchen garden, some hemlock and garlic here) get all, west, give garlic to cook, north (you can't go this way until you've given the garlic to the cook), examine ham (a small chamber has been made in the ham with a knife, if you eat it you will come out in a rash), put hemlock in ham (it is now poisoned), get ham, south, get knife, south, east, east, east, south, south (inside the shed), say to gardener "Hello" (the gardener thows you out), south, kill gardener, look in chest, get paper from chest, read paper . . .

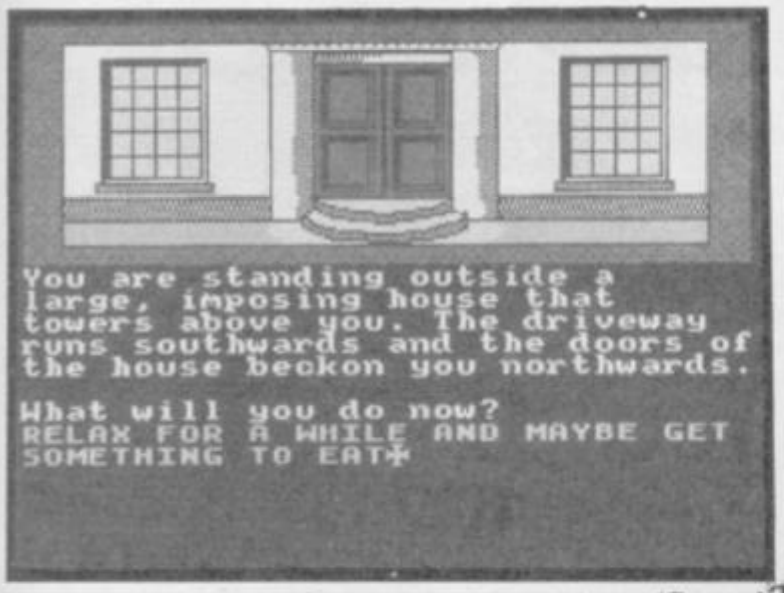
Don't forget to look out for opening commands for Dracula part three next month.

Laurence Jones of Colchester has asked me to recommend a few games for someone new to adventuring, not an easy task as there isn't that much about nowadays that would suit a raw beginner. However, Tom Frost's **SIX-IN-ONE** was written specifically for beginners. The first

Lee Hodgson of Essential Myth has also come up with a special off for SU readers. **JEKYLL & HYDE** 48K version on cassette for £6.95 saving you £1, 128K version on cassette for £7.95 saving you £2 and Spectrum Plus 3 version on disc for £10.95, saving you £3. Essential Myth hang out at 54 Church Street, Tewkesbury, Glos GL20 8RZ.

HE SORCERESS

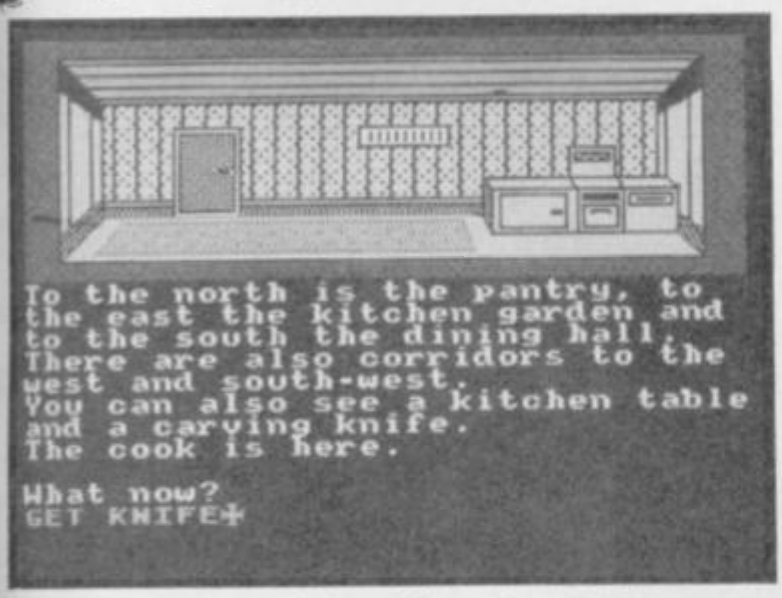
Stuck in a dungeon or helpless at the hands of fetid trolls? Write to The Sorceress SU Priory Ct, 30-32 Farringdon Lane, London EC1R 3AU.


You are standing outside a large, imposing house that towers above you. The driveway runs southwards and the doors of the house beckon you northwards.
What will you do now?
RELAX FOR A WHILE AND MAYBE GET SOMETHING TO EAT+

adventure even contains a tutorial to help you about solving it and each adventure after that gets progressively more difficult. The price is £4.95 and I wouldn't hesitate to recommend it.

Occasionally, amongst my mountain of letters, I receive fanzines to look at. One that caught my attention recently is BASIC. It isn't an adventure fanzine as such, but it does have a large adventure section written by The Greenock Gargoyle. The issue I saw had 19 A4 pages packed with adventuring material. If you are interested, the 'zine is issued quarterly and costs £1.10 plus 30p for p&p. Cheques/POs should be crossed and made payable to The ZX Spectrum Club and sent to Kenny Jarman, 18 Poplar Close, Biggleswade, Bedfordshire SG18 9EW.

Gargoyle also writes an adventure section in a Fantasy Role Playing 'zine, namely **PANDEMONIUM** which has been going for about 16 issues and costs 70p from Matthew de Monti, 42 Kings Lane, Little Harrowden, Wellingborough, Northants NN9 5BL.


To the north is the pantry, to the east the kitchen garden and to the south the dining hall. There are also corridors to the west and south-west.
You can also see a kitchen table and a carving knife.
The cook is here.
What now?
GET KNIFE+

It looks as if I'll be getting a visit from Ingrid Bottomlow soon. Yes INGRID'S BACK (worse luck), so we'd better try and help you finish **GNOME RANGER** so that you'll be ready for the next onslaught from this 'delightful' young lady.

To find out what your aim is in part three you must examine the gate. This is the mineral part of the game and Ingrid has to return its four gems so that she can return home.

The four gems are a diamond, an emerald, a ruby and a sapphire. The diamond will be found on Cloud 9, to get there from the cairn go west, southwest, west, northwest and nortwest, but you will need help from the Yeti.

The emerald is in the rock garden but you need to solve the rock garden puzzle with a little help from a friend to escape with it.

The ruby is in the debris but you will need two hands to carry it. And, last, but not least, the sapphire is at the far side of the lake. To get this you will need to use an icefloe and get some help from the penguins.

That's it folks! See you next month.

COUPON
NAME THAT PANTHER COMPETITION

NAME .....

ADDRESS .....

.....

.....

I name that panther .....

in twelve letters (or less).
ANSWERS TO THE SORCERESS AT THE ABOVE ADDRESS, MARK YOUR ENVELOPE (COMPO)
Closing date December 14th 1988

WITTS END

Thanks to Alf Baldwin for provinding most of the hints this month.

BLACK KNIGHT. In the Church, examine the altar and the carving. Push the angel to reveal a recess, Look in the recess to find a bible. Climb the oak tree to find some mistletoe, then search to find a lodestone. Examine the rushes in the kitchen to find a bone.

GREEN DOOR. Examine the tree and read the notice. Go in the direction given then shout the password you get. In the Green Witch's garden, say hello to be admitted. In the clearing, get the soap and give the hog a wash. Do not touch the umbrella, lightning will strike the metal handle.

RED DOOR. Search the haystack for a needle. Feed the cow with some hay to find a gold coin. Give the scroll to the Soothsayer. He will give you a key and a useful piece of advice. The key unlocks the box in the scarlet room.

SHIPWRECK. You need to tidy your cabin before you can find anything. Read the newspaper in the bar to discover the captain's name. Buy a drink and tip the barman. He treats you to a bottle of beer. Buy a map at the shop.

PROSPECTOR. Start by buying the candies at the general store. Eat the candies so that you have an empty box to carry the nails in. The nails may be found at the rubbish dump. Also get the bag and unravel it to give you a long length of string.

LUDOIDS. To finish the game. AQUA: Go to the store room. Take and wear the life jacket and get the harpoon. Look periscope, turn periscope west to locate the Ludoid city. In the control room, push port control to send sub in the right direction to ram the city. Open the hatch and you'll be sucked out into the water. Shoot the octopus with the harpoon. Wait until the city explodes and press your detonator . . .

SHADES

Arguably, there is one big drawback to playing games by mail – the wild wacky antics of Her Majesty's Postal System.

There's not a single PBM player that hasn't, at some time, had vital orders go astray, or had to wait, and wait, and wait for restults to arrive. Then, on the other hand, playing face to face has its drawbacks, too.

The game may be many miles away in any case – so periods of arduous travel are necessary to get involved . . . and it becomes a bit frustrating when you are knocked out in the first three turns – having travelled across several thousand miles of pack ice to play in the first place.

Then there is the problem of actual interpersonal relations within a live group. It's easy to intimidate other players in a game if you have an aggressive literary attitude and are 6' 1". Not so easy if you are five foot one and looking up at this six foot seven Yeti that has just appeared with a freshly killed headless ferret under his arm. And then there's interplayer violence itself. Of course, beating adversaries and unreliable allies to a messy pulp is strongly discouraged in PBM circles – but thank heavens it's usually made so much harder by the fact that the combatants are usually separated by two or three counties.

From personal experience I can tell you that, on occasion, face-to-face games can get a little heated – and while it's always nice to see the Youth of Today letting off a little steam in boistrous fashion, when you're on the receiving end of an authentic Glaswegian Kiss it kind of alters your perspective.

Problems, problems. If the Royal Mail don't spoil your fun, the sociopaths will. But never fear – technology has

the answer to hand with on-line games such as **MUD** (Multi User Dungeon) and **Shades** . . . the Micronet Multi User on-line game that Telemap claims clocks up around 4,000 hours per week in total. And that's quite a lot.

On-line games, for those who might have spent the last 14 years with their heads in a bucket, are played via a modem, linking your Speccy into a mighty mainframe machine . . . well not only yours, actually, but in the case of **Shades,** up to 128 happy users.

You play the game while the other users are also playing it – and you'll meet them, talk to them, and sometimes be brutally maimed by them – but there's no waiting for orders to arrive and the embarrassment of personal contact is avoided completely.

Shades itself isn't like a full blown PBM game, where you have to plan strategies and alliances and so on. It's more like a dynamic adventure crossed with an RPG.

Commands are typed in typical adventure fashion (North, South, East, West, Take, Kill, etc) and descriptions are purely in text too, but the game has an atmosphere of its own and the fact that there are many other players in the game at the same time makes it infinitely variable. One word of warning, however – the game has generated at least one friendship that blossomed into marriage – a tactic only the most diehard of players would use as a tool of diplomacy.

Apart from the phone bill – which can soar ludicrously – it'll cost 6.5p per minute (that's £3.09 per hour) to play **Shades** – so cheap it isn't, but for a different slant to distance gaming, it's well worth having a try.

Available via Prestel, Micronet and now Telecom Gold. For further detaisl write to Telemap Group Ltd, Durrant House, 8 Herbal Hill, London EC1R 5EJ.

THALAMUS

ZAXXON

The SPECTRUM REMIX

CBM SCREEN SHOTS

SPECTRUM VERSION CASSETTE **£8.99**
DISK **£12.99**

1 Saturn House
Calleva Park
Aldermaston
Berks RG7 4QW

COIN

If you thought the PC Show was full of coin-ops – you would have loved the recent Associated Leisure Preview in London . . . vids, vids, more vids and a sprinkling of pins all on free play. We braved the Aliens to bring you the best . . .

The video game business is a bit like baseball . . . errr . . . that is, it's all about hits – groan, sorry Mum, etc. But honest guv, if the operators think a game is hot on the street, then that is the unit they are going to spend big pennies on and put in their arcades.

There were four or five hot games at this year's pre-Christmas show, and driving is definitely in!

Power Drift (you read it here first, pal) looks like it's going to be next year's **Outrun,** and the full "fling the punter around until he gets re-acquainted with his breakfast" version was in great evidence . . . to you, only the odd 10 grand.

Ninja Kajan

Here's one that you might not have seen before . . . it's only on test at the moment, but I estimate that it's destined for its own bit of glory.

Think of a cross between **Double Dragon, Super Mario Brothers** and, wait for it, **R-Type**? Now if that didn't take a certain amount of imagination, tell me what does!

It's a fun beat-'em-up, you can shoot weapons . . . as in **Ghosts and Goblins** – but if you hold the fire button down, a power meter increases, and at maximum it zaps a mega bolt of something or other that spells instant death to nasties.

The large amount of jumpy, jumpy and finding secret passages through levels plus extra bonuses makes it a bit like **Super Mario** – but that is no bad thing in itself, is it?

But the way, all these classic elements have been combined, rather than ripped off, produces the best playing game I've laid hands on in quite some time.

There's smooth horizontal scrolling as you go through the different levels – each level representing an area of the world (the first being USA) and vertical scrolling too as you jump up various platforms to get the big wobbly bonuses.

Ninja Kajan – coming to an arcade near you soon and well worth raiding the Swiss bank account for.

FAXBOX

Perfect combination of genres that combine to make a real contribution to road safety.

Audio 8
Graphics 8
Gameplay 9
Addictiveness 9

OVERALL RATING 9

Slots – with a difference

Here's something unusual for you. Unveilled at the Associated Leisure Preview this year was – as you can see – pay for play slot car racing. You have a throttle and four gears to play with and play head to head with another. But the vital ingredient is missing . . . you can't spin off around the corners, as the

POWER DRIFT

OPS

More great news – an upright version of **Final Lap** was on show, and proving very popular . . . especially as the exhibitors had linked two units together and you could race four cars at a time. With these cheaper units – which also take up less space – it's more likely that you'll see this linking together of **Final Laps** happen a lot more – and take my word for it, twice as many players is four times as much fun!

Driving is definitely in right now – with **Chase HQ** (reviewed on this very page) reputedly being the highest grossing machine around for some time. Possibly a follow-up to **Operation Wolf** from Taito there.

Assault from Namco, surely the best tank game since **Battle Zone,** proved to be very popular – and expect to see the techniques used in that game (rotating whole screens plus expanding/contracting sprites and background) hit home micros next year.

whole thing is enveloped by a perspex dome and the cars, seemingly, welded to the track.

What actually happens is that there are speed limits on various corners that are shown by small LED's – and if you exceed the limit, you are forcibly slowed down for a few seconds, losing valuable time if Player Two got it right but you didn't.

OK it was. Hugely addictive and over the moon fun, it wasn't. But what will they think of next???

ASSAULTS

Chase HQ (Taito)

Driving games are in, right? OK – but what do most driving games lack? A generous portion of gratuitous violence, that's waht. What about **Roadblaster,** I hear you cry – Violence? Call that violence? This is what I call violence – KABOOM!! CRASHHHH!!!! FREEZE PUNK! NAA-GETS, NAA-GETS, NAA-GETS! WABBA-WABBA-WABBA-WABBA! Get the picture – this is what it's like in **Chase HQ.**

You have the normal steering wheel, hi-low gears, accelerator, brake driving set-up – and the usual "behind the car" view of the action and the road. But this time you are turbo charged special detective Tony Gibson in your black Porsche. Hark, is that something on the radio? "Nancy here, Tony. We've got an emergency here. The Idaho Slasher has been spotted and is flying towards the suburbs in a white sports car, over."

Over what, we may well ask – but in any case get the hell out there and drive that mother off the road.

No guns involved here – at least not until you drive the baddie down, bash into his car several times and overtake him. Then it's knee in the back, gun to the head and "I'm sorry Sir, your right to silence has been temporarily suspended – normal civil rights will be resumed as soon as possible."

Fast, furious, fun – **Chase HQ** is a winner.

FAXBOX

Chase-race game that'll have you on the edge of your seat . . . assuming that you were sitting down in the first place.

Audio 8
Graphics 8
Addictiveness 9
Gamplay 9

OVERALL RATING 9

COMPILATIONS

Action Pack — £5.95 each
Gauntlet
Auf Wiedersehen Monty
Supercycle
Jack the Nipper
Kung Fu Master
Top Gun.

Summer Gold — £3.99 each
10th Frame
Dambusters
Bruce Lee
Beach Head II
Rebel Planets
Impossible Mission.

The Real Big Four Vol II
£4.49 each
Saboteur II
Deep Strike
Thanatos
Sigma Seven.

Hit Pack 6 Vol II
£4.49 each
Into the Eagles Nest
Batty
Shockway Rider
Lightforce
Ace
International Karate.

Hit Pack 4 & 1 — £4.49 each
Airwolf
Commando
Bombjack
Frank Bruno's Boxing.

10 Great Games — £5.95 each
Avenger
Future Knight
Krackout
Bounder
Footballer of the Year
Trailblazer
Highway Encounter
Monty on the Run
West Bank
Jack the Nipper.

Star Games II — £3.99 each
Highway Encounter
Cyberrun
Trail Blazer
Avenger
The Eidolon
Ballblazer.

ALL AT £1.49 EACH

Avenger, Back to the Future, Ballblazer, Jonah Barrington Squash, Bubble Buster, Camelot Warriors, Chimera, Codename Mat II, Cosmic Shock Absorber, Dandy, Deactivators, Dead Ringer, Dog Fight 2187, The Eidolon, Explorer, Fifth Quadrant, Fighting Warrior, Final Matrix, Future Knight, Galvan, Greyfell, Gutrunner, Hacker, Hybrid, Hyperball, I of the Mask, Impossaball, Inheritence, Jet Set Willy II, Kat Trap, Killer Ring, Koronas Ridge, Laserwarp, Leviathan, Max Headroom, Mermaid Madness, Mind Shadow, Nexor, Nexus 180, Orbix, Pextron, Pulsator, Ranarama, Red Hawk, SAS Operation Thunderflash, Spin Dizzy, Tempest, Three Weeks in Paradise, Toad Runner, Toy Bazaar, Trivaxx, Twister, Valkyrie 17, Xarq, Young Ones, Xcel, Zero.

ALL AT £1.99 EACH

Action Reflex, Agent X2, Alien 8, Alpine Games, Amazon Women, Armageddon, ATV Simulator, Backgammon, Battleships, Beam Rider, Biorythms, BMX Simulator, Bomb Jack, Boscorian, Bounder, Bounty Bob, Butch Hard Guy, Frank Bruno's Boxing, Chequered Flag, Chess, Club Record Controller, Colour of Magic, Cricket Crazy, Cyber Rats, Dambusters, Dan Dare, Danger Mouse — Double Trouble, Danger Mouse — Making Whoopee, Darkstar, Steve Davis Snooker, Defenda, Deviants, Dizzy, Enduro, Enigma Force, Everyone's A Wally, Exterminator, FA Cup Football, Fat Worm, Fighting Warrior, Firelord, Formula One Simulator, Fruit Machine Simulator, Ghostbusters (48K), Grigan's Gold, Go To Hell, Grand Prix Simulator, Gyroscope, Heartland, Hollywood Poker, Horace and the Spiders, Howard the Duck, Howzer, Hungry Horace, I Ball, I Ball 2, Incredible Shrinking Fireman, Indoor Soccer, Jack Charlton's Match Fishing, Jet Pac, Joe Blade, Killer Kong, Knightlore, Knuckledusters, LA Swat, Life of Harry, Mad Martha, Manic Miner, Manicmix, Marsport, Milk Race, Mooncresta, Mountie Mick's Death Ride, Nightshade, Nomad, Nosferatu Vampyre, Parabola, Pinball 2, Pinnacle, Popeye, Pro Golf I, Pro Golf II, Pro Ski Simulator, Potty Pigeon, Rally Driver, Rasputin, Reversi, Revolution, Rentakill Rita, Riddlers Den, River Raid, Roadracers, Rock & Wrestle, Rocky Horror Show (48K), Range Trooper, Runstore (not + 2 compatible), Saboteur, Sam Fox Strip Poker, Sam Spade, Sam Stoat Safebreaker, Skyrunner, Snooker, Soccer Boss, Space Raiders, Space Shuttle, Spectrum Chess, 3D Starfighter, Starship Enterprise, Starquake, Strike Force Cobra, Superchess, Supernova, Super Stunt Man, Super Robin Hood, Sweevos World, Tankbusters, Tarzan, Terminus, Terrormolinos, Tir Na Nog, To You Trio (3 games Sparklers), Transmuter, Trap Door, TT Racing Simulator, Valkire 17, Virgin Atlantic Challenge, Virgin Balloon Challenge, Way of Exploding Fist, Winter Sports, World Cup Football, Xevious, Zoids, Zorro.

POPULAR SELLERS

£3.49
Karnov
Killed Until Dead
Shackled
Ace 2
Bobsleigh

£2.99
Amageddon Man
Bedlam 128K
Gauntlet
Ghost 'n' Goblins
Head Over Heals
Jack the Nipper II
Knightmare
Lazer Tag
Little Computer People
128K
Barry McGuigans Boxing
128K
Rampage
Sabateour 2
Trapdoor 2

£3.99
Trivial Pursuit
Baby Boomer

£1.99
Bomb Jack
Saboteur

ALL AT £2.99 EACH

Ace, Ace of Aces, Aliens, Alien Evolution, Alien Highway, Amaurote, American Football, Armageddon man, Army Moves, Auf Wiederschen Monty, Ball Breaker, Ball Breaker (2), Baseball, Basil The Great Mouse Detective, Basketball, Battle of the Planets, Beachhead 2, Bedlam (128K), Big Trouble in Little China, Biggles, Black Magic, Bobby Bearing, Book of the Dead, Boulderdash 1, Boulderdash 2, Breakthru, Bride of Frankenstein, Bubbler, Captain America, Centurions, Challenge of Gobots, Championship Sprint, Cholo, Chronos, Chuckie Egg, Chuckie Egg 2, City Slicker, Convoy Raider, Costa Capers, Crystal Castles, Custard Kid, Death or Glory, Deathscape, Death Wish 3, Deflektor, Defon, Donkey Kong, Double Take, Dragons Lair, Dragons Lair 2, Draughts Genius, Druid, Druid II, Energy Warrior, Equinox, Express Raider, Fairlight 2, Funky, Football Manager, Footballer of the Year, Frankenstein, Friday 13th, Galactic Games, Gauntlet, Gauntlet — Deeper Dungeons, Gerry the Germ, Ghostbusters (128K), Grand Prix Tennis, Grange Hill, Guadalcanal, Gunfright, Gunslinger, Hacker II, Handball, Headcoach, Head Over Heels, Highlander, High Frontier, Hive, Icups, Implosion, Impossible Mission (not + 2 compatible), Infiltrator, International Karate, Into the Eagles Nest, It's A Knockout, Jack the Nipper II, Knightmare, Krackout, Kung Fu Master, Last Mission, Last Mohican, Little Computer People (128K), Lords of Midnight, Mailstrom, Mandragon, Manic Miner/Jet Set Willy 2, Markonids, Mask I, Mask II, Masters of Universe (Arcade), Barry McGuigans Boxing (48K), Barry McGuigans Boxing (128K), Metrocross, Miami Vice, MicroNAUT1, Mikie, Molecule Man, Monty on the Run, Moonsnike, Mr Weems and the She Vampires, Mutants, Mystery of the Nile, Nemesis, Nemesis Warlock, Nether Earth, Nihilist, Night Gunner, Oink (3 games), Out of the World, Pentagram, Play It Again Sam, Plexar, Pole Position, President, PSI Trading Co., Pub Games, Pyracurse, Quartet Frantap, Rampanis, Red Led, Red Scorpion, Rocky Horror Show (128K), Buck Rogers, Sai Combat, Samurai Trilogy, Saracen, SAS Strike Force, Shadow Skimmer, Shao Lins Road, Sherlock, Sidewalk, Shockway Rider, Sidewize, Sigma 7, Skate, SOS, Solomon's key, Split Personalities, Spy v Spy — Island Caper, Starfox, Star Paws, Star Raiders II, Strike Force Harriers, Sumatar, Superman, Supercycle, Super Spring, Survivor, Tapper, Taurus, Tarzalus, Thanoss, The Big Sleaze, The Boggit, The Tube, They Stole a Million, Three Weeks in Paradise (128K), Throne of Fire, Trailblazer, Trap, Thing Bounces Back, Tu Jad, Ultimate Combat Mission, Undium, War, War of the World, Who Dares Wins, Wolfman, Xevious, Zub, + 80 Address Manager, + 80 Stock Manager, + 80 VAT Manager, Living Daylights

VARIOUS PRICES

Ace 2 (£3.49), Arkanoid 2 (£4.99), California Games (£4.49), Cybernoid (£5.69), Dan Dare 2 (£4.99), Gauntlet (£4.49), Gunship (£6.19), Karnov (£5.99), Mad Balls (£4.99), Magnetron (£4.99), Phantom Club (£3.99), Predator (£5.99), Psycho Soldier (£3.99), Rolling Thunder (£5.69), Soldier of Light (£4.99), Tasword 2 (£3.99), Terra (£5.99), Thundercats (£4.99), Tournament Leaderboard (£3.99), 720° (£5.69).

COMPILATIONS

5 Computer Hits — £2.99 each
Wizards Lair
Star Strike II
2112 AD
Mantronics
Attack of the Killer Tomatoes.

Prestige Collection — £2.99 each
Rescue on Fractalis
The Eidolon
Koronis Rift
Ball Blazer

Spectrum Stingers — £3.99
Bruce Lee
Pole Position
Cyberun
Zorro

Best Of Beyond — £3.99
Sorderons Shadow
Doomdark's Revenge
Enigma Force
Shadowfire

Arcade Force 4 — £6.69 each
Indiana Jones
Metrocross
Gauntlet
Road Runner

Trio Hit Pack — £2.99 each
Airwolf 2
3DC
Great Gurianos
Cataball

Monty on the Run/Super Sleuth **£4.99** (On Disc). **Spectrum Stingers £3.99**, (Bruce Lee, Pole Position, Cyberun, Zorro). **Sportacular £5.99**, (Soccer Boss, Olympic Spectacular, Indoor Soccer — On Disc).

Kids Play (10 games) — **£3.49**
Xeno, Metabolis, Night Gunner, Marsport, Monty on the Run, Bounty Bob Strikes Back, Mailstrom, Starstrike, Lunar Jetman, Starion

P&P: Add 50p for orders under £5, orders over £5 are postage free (UK only).
EEC countries add 75p per tape, elsewhere add 100p per tape.

SOUNDBOX SOFTWARE Dept SU
8 Renfield Street, PO Box 12, Renfrew, Renfrewshire PA4 0FS

WIN AN ST FOR CHRISTMAS

GIFFORD SOFT

21 Whernside Avenue, Ashton-under-Lyne, Lancashire OL6 8UY

WIN AN ST FOR CHRISTMAS

1943	6.75	Konami Arcade Collection	7.50
Five Star Games 3	7.50	Last Ninja II	11.25
After Burner	7.50	Live and Let Die	7.50
Bankok Knights	7.50	Mega Games Vol 1	9.75
Barbarian II	7.50	Netherworld	6.00
Bionic Commando	6.75	Operation World	6.00
Buggy Boy	6.00	Pac Land	6.75
Carrier Command	11.25	P.A.W.	19.50
Colossus Chess 4	7.50	Rambo 3	6.00
D.T. Olympic Challenge	6.00	Robo Cop	6.00
Dark Side	11.25	Soldiers of Light	6.00
Double Dragon	7.50	Spitting Image	7.50
Dream Warrior	6.75	Taitos Coin Op Connection	9.75
Elite Collection	11.25	Techno Cop	7.50
Galactic Games	7.50	Top Ten Collection	7.50
G Linekers Hot Shots	7.50	T Pursuits New Beginning	11.25
G.A.C.	19.50	Typhoon	6.00
Hunt for Red October	11.25	Victory Road	6.00
Impossible Mission II	6.75	Wec Le Mans	6.00
Knightmare	7.50	6 Pak Vol 3	7.50

YES YOU CAN WIN AN ST FOR CHRISTMAS

All you have to do is purchase your software from us and you could win one of the following fabulous prizes.
1 An ST FM Summer pack with over £400 of software plus the top 3 ST Games at the time of the draw.
2 £100 Software Voucher
3 £50 Software Voucher. All other entrants will get a 10% discount voucher.

Please send cheques and postal order to:
Gifford Soft, 21 Whernside Avenue, Ashton-under-Lyne, Lancashire OL6 8UY
Please do not sent cash. Overseas orders please add £2.00 per item
Phone: 061 330 9939 (9-6)

Gizmo gone bonkers? Can't get your thingy connected? Don't be afraid to tell us . . .

I'VE GOT THIS PROBLEM

. . . WITH A SMUTTY PRINTER

Recently I got a second hand ZX Printer. It manages loading screens OK, but normal letters and listings are hardly readable. Even with a new roll of paper fitted there's no difference.

It doesn't matter what I use, **Tasword** or **MiniOffice,** the output is unreadable. What can I do about it?

Mark Bentley
Taplow
Berks

● And indeed the samples enclosed look pretty bad (this is not a request for you all to send in your samples. I know you lot).

Good news. Most of the ZX Printer's problems can be put down to smut. No, not that sort of smut; the sort of carbon soot that gets sprinkled around the innards of the printer when the shiny metal coating gets burned off the paper. To clean up the beast, just unplug it, unhook the paper roll, and dust off all those nooks and crannies with a fine paint brush. Finish by givng the innards a good blast of air.

If this doesn't work, then some of the internal workings have got clogged by the demon dust. Sometimes a Hoover works; whatever happens don't try to take the printer apart. Pack it off to a professional fixing shop.

By the way, Mark, I'm donating your samples to the local teaching hospital.

. . . WITH POKES

I'm a pensioner who has taken up computing as a hobby. It's great fun!

But I've got this problem. I've been exploring graphics programming with a book written by Piers Letcher. It's got some sprite editor routines, and when I type them in, load them from tape to my Spectrum 128 and then run them they're fine.

When I try to save and load them from my Opus Discovery 1 disk system they won't work. Is there anything you can do to help me?

Mr R T Clarke
Exmouth
Devon

● Thanks for the listing; I've had a look at it. Unfortunately, you don't say what the problem is with the program! My best guess (and it is only a guess) is that the program pokes in its machine code in places which aren't safe when the Discovery is plugged in, and consequentially crashes. And, without rewriting all the machine fode, it might not be possible to move it somewhere safe in memory.

Try writing to the author of the book, care of the publishers. I've been surprised in the past how helpful writers can be.

But probably the best thing you can do now, especialy as you're finding the computer such fun to program, is start to learn machine code. It really isn't difficult if you're armed with one of the excellent books available on the subject (most of them are very good), and the benefits are enormous. Then you'll be able to solve not only this problem, but all the others that crop up and stump magazine columnists . . .

. . . WITH MULTIFACE 3

Having bought a Multiface 3 for my +3, after reading all the raves in the press, I received it minus instructions to find it only actually copies 1 in 10 of my tape games to disk. All the others are locked.

Is there any way around this, or have I been ripped off????

I Roberts
Chwyd
N Wales

● In the turbelent, murky world of the Spectrum add-on market the Romantic Robot mob have been generally seen as good guys. It sounds to me like you've got a broken Multiface, or one with very old software. Certainly the lack of instrucitons is a bit of a mystery . . .
Either take it back to the place where you bought it, or get in contact with Romantic. They don't like unhappy customers, and get rid of them fast. In the nicest possible way.

. . . WITH PRINTER DECISIONS

I am thinking of purchasing a Dixon's serial 8056 printer for my Spectrum +. What is the cheapest method of connecting them together, and where should I obtain it?

Will I be able to use the LPRINT, LLIST and COPY commands? If not what would I use as alternatives? How about **Tasword II**?

Cameron Patterson
Berwick-upon-Trent
Northumberland

● I'd think twice before buying the Serial 8056 printer. This little gen has been around for a while; it was originally intended to be used with an IBM computer that never got launched in this country. Rumour has it that the best way the people with a warehouseful of these printers could think of to get rid of them wat to bundle them with Speccys. There's a lot of difference between a Spectrum and an IBM, and as a result you'll need something like a Sinclair Interface 1 to connect a Spectrum + to the printer.

Make sure that you get a tape with a program on with the printer, otherwise LPRINT and LLIST will work, but COPY won't.

If you can cough up the extra dosh, think seriously about a parallel Epson-compatible printer like a Star or an Amstrad. With a suitable interface, all the BASIC commands will work and you'll get a much better quality of output. Lots of people write to me about which printer to buy; it's very much a personal choice but if it's parallel and Epson-compatible most software will work with it. If you've got a +3, then you won't even need an interface.

. . . WITH +2

We've just got a Spectrum +3, and with the special tape lead it seems to run all our old Spectrum 48K games perfectly!

We bought **Road Runner,** for use with the Spectrum 48K/128+2 but it refuses to load. It works perfectly on a friend's 48K.

Could you tell me if it should run in the +3's 48K mode or if games for the +2 are not supposed to work?

F W Mintram
Guildford
Surrey

● Well, FW, any 48K only game should run happily on the +3 in 48K Basic mode. Most +2 games should work happily with the +3 if loaded from 128 Basic, but some won't.

As for Road Runner, **it could be one of those games that won't work with the +3 in any rhode. There aren't many of these, and I doubt many more will be written now that the +3 has been about for more than a year.**

One final check – does the tape load on your friend's 48K Speccy using your tape player?

. . . POKES (2)

I've had my +2 for some time, and have been having real problems in loading games. For example, your mag's excellent 100 Pokes tape loads perfectly but when I try to load **Dan Dare** or **Barbarian** afterwards they refuse to run.

If I load them without a poke, they run perfectly. Some games seem to be loading, but reset later. I've fiddled with the azimuth screw; I've changed the computer twice; I've sacrificed ten sea slugs (no he didn't – I added this bit. Dr R).

J Vasey
Newcastle upon Tyne

● Right then, the perennial loading problem. The usual suggestions apply, as you obviously don't have a broken +2 you should try moving the computer away from the TV as this can interfere with loading and saving. If things just go wrong with the 100 Pokes tape, then there's a chance that the long trip North has disturbed its magnetic domains; try with a friend's tape and see whether things get better. If they do, you got a duff tape and should send it back to be replaced.

(but Dr. Rupe has the answer)

This month we look at interfaces and Damian Scattergood gives advice on using the Spectrum ports to their best advantage.

HOW . . . DID DOMINIC ROBINSON CHARACTER SQUARE

Are my eyes deceiving me or do I really see more than the usual two colours per character square in the high score table of Uridium**? How did Dominic Robinson manage to create such an effect? Is he rapidly switching screens?**

No, your eyes are not deceiving you. There are in fact more than two colours per character square as you describe. This is what we call the Rainbow Processor in action, and to understand the principle, you need to know something about how the TV image is created.

What happens is that 50 times a second the Spectrum hardware scans through the display file and the attributes file together, picking up the data which controls the form of the TV image. The cycle time of 50 times per second has been chosen deliberately to match the sweep of the electron beam on the TV screen. This also writes from top to bottom of the screen 50 times per second. It is a bit like an electronic pencil writing the colours on the screen as a beam, sweeping from the top left corner to the top right corner then moving back to the left, slightly below the starting point, sweeping across the right, then back to the left, sweeping across from the right, jumping back to the left, sweeping across to the right etc. until the whole of the screen image has been painted.

The great trick about the Rainbow Processor is that the data which controls the colour to be put on the screen is switched at just the right instant as the beam sweeps down the TV screen. The software which controls the Rainbow Processor "knows" when a new screen image is to be painted, because the Spectrum hardware generates

. . . CAN YOU EXPLAIN

Please could you tell me what a mask is and what use is it? Also, could you explain what 'reserving something in a buffer' means?

Sure thing Phillip. As with any other subject, people who are involved with it quickly develop their own jargon for discussing work that they are doing. Once they get the hang of it the jargon is quite useful, but for the newcomer it can be a mite confusing.

The term "mask" is used to refer to the piece of a picture that must be cut out when a moving graphic image is place on top of the main picture. Imagine for example that you want to show an image of a figure walking across in front of a house on the ZX Spectrum screen. The easiest way to do this is to draw a picture of a house on the screen and fill in all the colour, the windows, the brickwork, the sky, the ground, the pavement outside etc. You can imagine this job as being a bit like drawing a loading screen for a game. Now you want to put a figure in front of that picture and have him walk across in front of the house. Obviously you can construct an image of the figure using User Defined Graphics (UDGs). You can then write a little program to place the figure at the top of the main picture. If you experiment using the *Print* instruction in a Basic Program to print your UDG on the screen you will find that your figure blanks out too much of your background picture. This is because the *Print* instruction overwrites a complete character square at a time. Alternatively, you can use the *Print Over* instruction but the unfortunate things is that this has the effect of making your figure appear transparent, so that the background shows through in the form of your figure. What you require is to be able to cut-out from the picture an outline of your figure and then place your figure into that outline. This is what is called a "mask" and the technique is referred to as "masking".

The word "buffer" is used to describe the piece of memory which a program reserves for communication pruposes. If you think about it the micro-processor at the heart of the ZX Spectrum has to communicate with four different devices, generally speaking. These devices are the keyboard, the screen, a printer and the cassette player. Of these four devices, three of them are buffered and the fourth, the cassette player is not.

Let us look at the cassette player first, since it is the only device which is not buffered. We know it is not buffered, because when the cassette player is in use the computer is incapable of doing anything else. All Spectrum users are familiar with the stripy lines which appear on the TV screen when a program is being saved to cassette, or loaded from cassette. We all know that when these lines are in evidence there is nothing else we can do with our computers. We just have to sit and wait until the saving or loading process is complete. Contrast this with the situation when you press a key. The keyboard is buffered – there is a special system variable available called LAST K at address 23560 which is used to store the value of the last key press that has occurred. This is the keyboard buffer.

The exact mechanism is as follows. 50 times a second the Spectrum interrupts what it is currently doing and goes and has a look at the keyboard. If a key is being pressed, then it stores a value in the keyboard buffer which refers to the key

Sinclair User's address
Priory Court, 30-32 Farringdon Lane
London EC1

THE HELL!!!

SON GET MULTI-COLOUR

ARES IN URIDIUM?

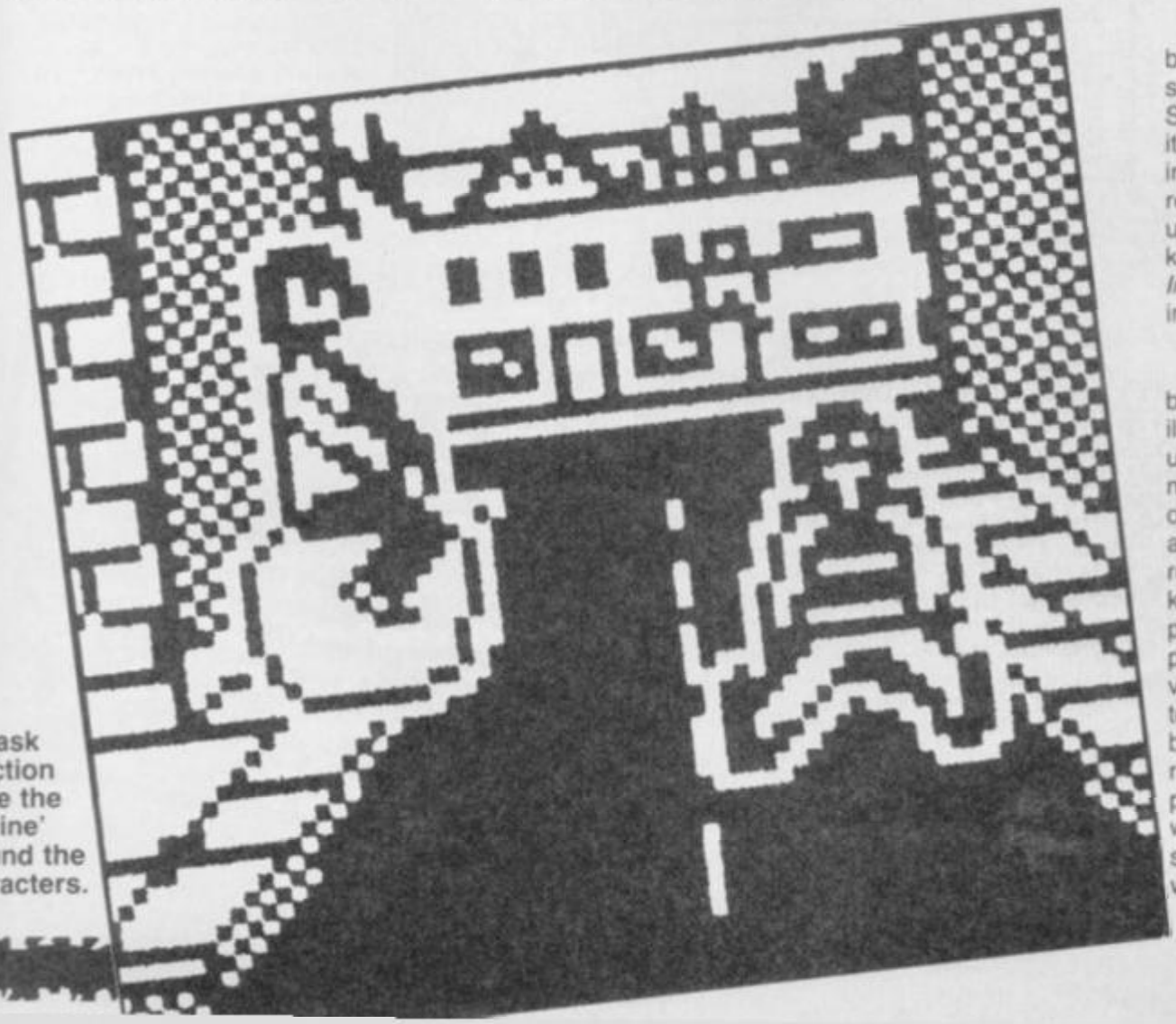
an interrupt at just the right instant. The Rainbow Processor itself is put inside the interrupt routine of the Spectrum.

By our calculations, each sweep across the TV screen from left to right takes approximately 224 T-States, and there are about 70 pixel lines form the top of the TV screen to the beginning of the display file, so the first thing the Rainbow Processor does is to wait for approximately 224 x 70 T-States (which equals 15680 T-States) to wait for the electron beam to get into the display file. In order to create a rainbow effect, it is simply a matter of changing a complete character row of attributes every 224 T-States as the beam sweeps down the screen.

We have found that it is not possible to change all 32 attribute squares on a character row, because 224 T-States is not long enough to do so. We can achieve about 20 characters out of the 32 in total. We also find it necessary to tune-up the Rainbow Processor routine by adding or removing the odd NOP instruction in order to get a precise rainbow effect. This can be quite difficult because as soon as your timing goes astray the screen image becomes very jumbled.

In summary, this is not a technique which can be attempted by the novice machine code programmer which is why there are not many commercial programs on the market which exhibit the effects. However, once you understand how the software works you'll be surprised to discover that a decent Rainbow Processor routine can be very short, perhaps as little as 150 bytes of code.

N WHAT A 'MASK' IS?

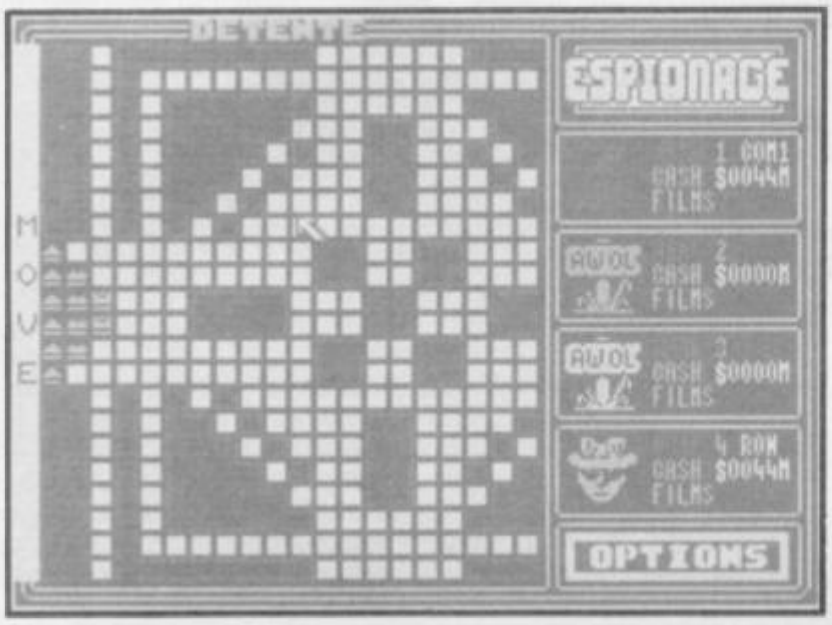


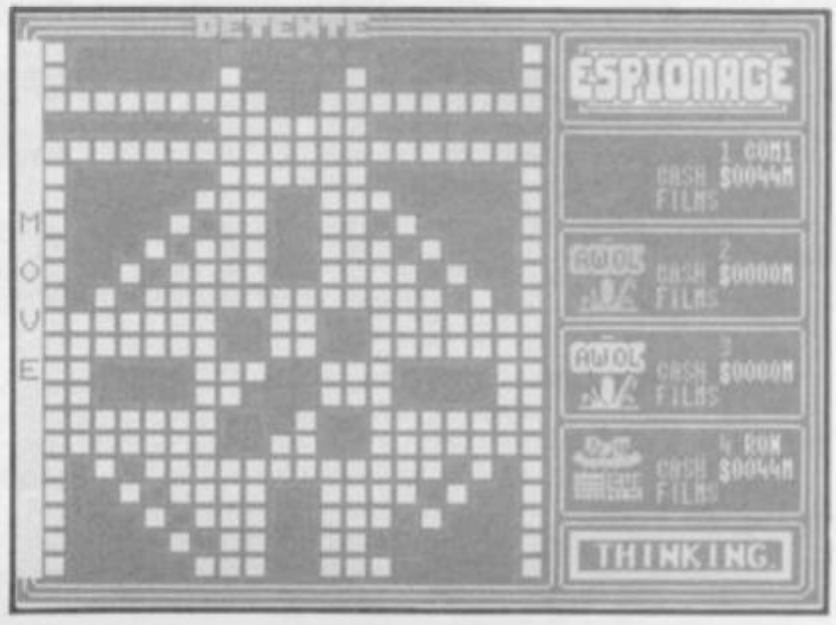
A mask in action - see the 'outline' around the characters.

being pressed. Once this simple job has been done, the Spectrum returns to whatever it was doing before it was interrupted. The value remains in the keyboard buffer until it is overwritten by a later key press or is read by an *Inkeys* or an *Input* command in the main program.

The great advantage of the buffer system is clearly illustrated in this example of its use with the keyboard. The main program does not know or care when the user presses a key. When the program is ready it goes and looks in the keyboard buffer to see if a key press has occurred. If a key press has occurred then the value is there for the program to use. Thus the effect of a buffer is to de-couple the running of the micro-processor from the device to which it is linked. Contrast this situation with the keyboard with that for the tape loader.

ESPIONAGE



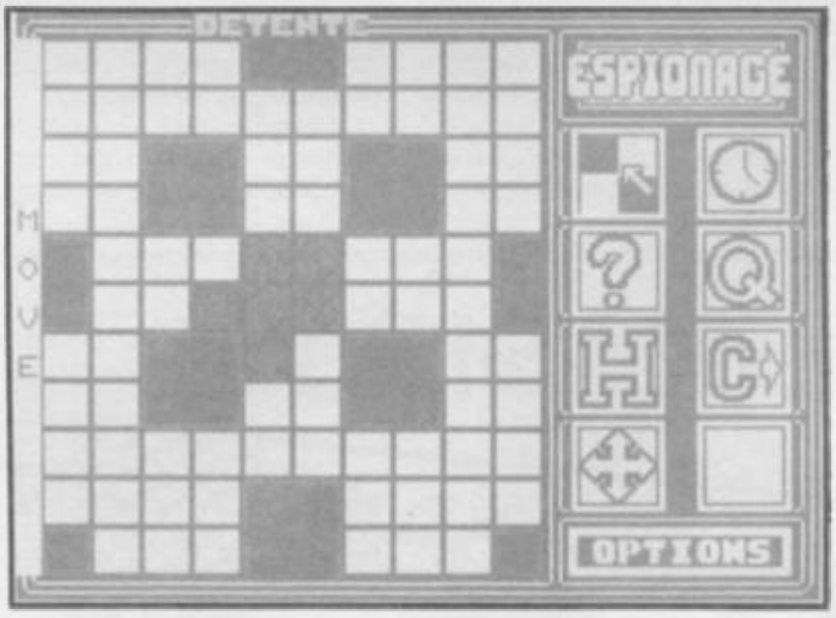


Do you want to enter the wild and mysterious world of spy and counterspy? How about dealing in strange markets like microfilm and illegal weaponry? Or maybe you'd just like to recreate your favourite scene from the latest Bond movie. Whatever the case, it it's excitment, thrills and spills you're after, you could do a lot better than **Espionage**.

Beating all their rivals by an incredibly small margin (£5), Grandslam managed to snap up the licence to this fairly unknown game at quite an extortionate cost (£5). The question is, is it worth half of my salary? No. Definitely not.

In workng man's (pleb) terms, **Espionage** is Chess without the complexities. You control 12 agents as they trek around the globe in search of four microfilms. Why they have to search is beyond me, as all four microfilms are grouped together in the centre of the board. The globe is represented by a grid of black, white and red squares. The black squares are no go areas for the spies, the white and red squares are where the player's home bases are.

Each of the four possible players (human or computer controlled) takes it in turn to move one of their spies. The 6 courier agents can only move diagonally across the board, but over as many squares as they like. The four secret agents can move in any direction they so please. The 2 surveillance agents can only move up, down, left and right (not diagonally).



Players take opposing pieces as in draughts; they jump them. Obviously, once all your opponent's pieces are removed from the board, the game gets a lot easier.

The screen is laid out in two windows. On the left is the main window. It's this one that takes up most of the screen and shows a segment of the board, which can be scrolled to show any part of the game. On the right is a status/score window that shows all the players' scores and films collected (if any.) At the bottom of this window is a box labelled 'Options'. click the pointer on this, and a whole bunch of options comes up. Basic things like pause game and quit as well as pretty handy computer hint facility, with which the computer thinks long and hard and comes up with the best possible move you could do in your current situation.

Graphics aren't anything special. Just a coloured grip and some fairly basic icon graphics. One thing I do like is the pictures of the characters at the side of the screen. Whichever of the four players is currently active holds a newspaper in front of his face.

Control is fairly simple. A pointer moves around on screen under your control, and moving the pieces is simply a case of clicking on the piece concerned and then clicking on the square you want it to jump to. The pointer is a little slow.

So there you have it. A basically run-of-the-mill boardgame conversion that doesn't come anywhere near the fun generated by playing the real thing and it costs a few quid more. That's what I call VFM■

FAX BOX

ARCADE REVIEW

ESPIONAGE Label: Grandslam Author: In-house
Price: £9.95 Memory: 48K/128K Joystick: various

Pretty boring conversion of a prtty boring boardgame. Just call me 008

Reviewer: Tony Dillon

GRAPHICS	71	SOUND	46
PLAYABILITY	66	LAST ABILITY	53

OVERALL 61

The best deal for Spectrum Artists bar none

"THE BEST SPECTRUM ARTIST PROGRAM BAR NONE"
SINCLAIR USER CLASSIC, NOVEMBER 1986

FULL PACKAGE INCLUDING ARTIST II AND MOUSE SYSTEM
ONLY £49.99

KEMPSTON COMPATIBLE JOYSTICK AND MOUSE INTERFACE

TOP QUALITY MOUSE

The Artist II is an all new graphics package following in the footsteps of its extremely successful predecessor, the Artist. A host of powerful new features includes:–

● *SUPERB QUALITY MULTI-FEATURE* ● *PULL DOWN MENUS* ● *WINDOWS ICON DRIVEN* ● *FONT AND SPRITE DESIGNER* ● *ZOOM MODE* ● *FLEXIBLE CUT AND PASTE* ● *ABLE TO SUPPORT MANY PRINTERS.*

To complete the package, the Artist II also comes with a top quality mouse system and Kempston compatible joystick and mouse interface. Take advantage of this special offer, then just plug in and go!!

FREE OFFER!
ORDER YOUR ARTIST II PACKAGE NOW AND WE'LL SEND YOU A **FREE** MOUSE MAT AND MOUSE HOLDER (WHILE STOCKS LAST).
USUAL RETAIL PRICE **£12.99**

PLEASE STATE 48/+2/+3 WHEN ORDERING

ALL ORDERS NORMALLY DESPATCHED WITHIN 48 HRS

HOW TO ORDER ...

BY PHONE	BY POST	UK ORDERS POST FREE
0782 744707 24 hr Credit Card Line	Send cheques/PO's made payable to 'Datel Electronics'	EUROPE ADD £1.00 | OVERSEAS ADD $3
		FAX 0782 744292

DATEL ELECTRONICS

DATEL ELECTRONICS LTD, FENTON INDUSTRIAL ESTATE, GOVAN ROAD, FENTON, STOKE-ON-TRENT, ENGLAND

SALES ONLY	TECHNICAL ONLY
0782 744707	0782 744324

DATEL ELECTRONICS

ROBOTARM

FULL FUNCTION WITH 5 AXIS MOVEMENT

- Explore the facinating science of Robotics with this fantastic full feature Robot Arm.
- Human like dexterity - with 5 axis of movement it is so versatile it can manipulate and pick up any object as small as a paper cup or as big as a tennis ball.
- Easily controlled using 2 joysticks (any 9 pin type) or connected to your Spectrum with our special Interface/Software to give Computer/Robotic control. (see Interface offer).
- Comes with accessories including: Standard Grip Jaws to mimic finger type grip; Magnetic Finger Adaptor with release mechanism; Shovel Attachment for materials handling; 4 Stabilising Legs for heavier lifting jobs.
- Uses 4 HP2 batteries (not supplied) to power motor movement.

ONLY £49.99

INTERFACE OFFER

- Unique Interface/Softwware package to allow you to interface and control the Robotarm with your Spectrum.
- Train mode allows you to store and then repeat arm movement sequences.
- Computer and Robotic control is a major subject in schools and colleges - this is a unique introduction.
- This Interface is not needed to be able to use Robotarm but it makes possible interfacing the Robotarm/Computer.
- Very easy to use.
- Instructions included

ONLY £19.99

DUAL PORT JOYSTICK INTERFACE

- Can also be used with two joysticks with games that allow simultaneous two player control.
- 2 joystick ports - Kempston type - one Cursor type.
- Accepts any 9 pin joystick including rapid fire types.

ONLY £8.99

SNAPSHOT II

- Now you can backup your games to microdrive or tape.
- Special compacting techniques.
- Add pokes or peek programme then restart.
- Built in joystick interface (Kempston system).

£24.99 POST FREE

GAMES ACE

- Accepts any 9 pin joystick plus - delivers sound from games through TV speaker (fully controllable).

ONLY £10.99

Complete with Quickshot II

ONLY £17.99

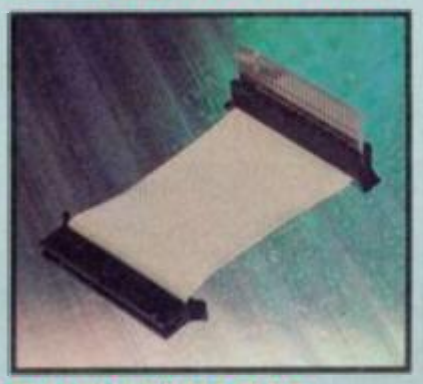
or complete with Quickshot Turbo

ONLY £21.99

NEW QUICKSHOT TURBO

- Complete with Interface - plugs straight into Spectrum (all models).
- All the features of the best selling Quickshot II plus;
- Microswitch action for even longer life.
- Extra rugged construction.
- Superb styling.

ONLY £17.99 COMPLETE



EXTENSION CABLE

- Distance peripherals from your computer.
- Top quality connections.

ONLY £8.99

TWO WAY EXTENSION

- Allows peripherals to be connected together (memory conflicts allowing).

ONLY £10.99

DIGITAL SOUND SAMPLER

- Permits recording any sound digitally into
- Replay at variable pitch or with amazing effects.
- Forwards/backwards/with reverb/echo/flanging etc., etc.
- Fully menu driven.
- Complete hardware/ software package.

ONLY £34.99

DATEL ELECTRONICS

ROBOTEK

- Robotics & model control made easy on Spectrum.
- 4 independantly controlled outputs for relays, models, lights etc.
- 8 independant inputs for sensing etc.
- This is the product that the Lego Publication "Make and program your own robots" was based on.
- Comes complete with cables.

ONLY £29.99

INTERPRINTER

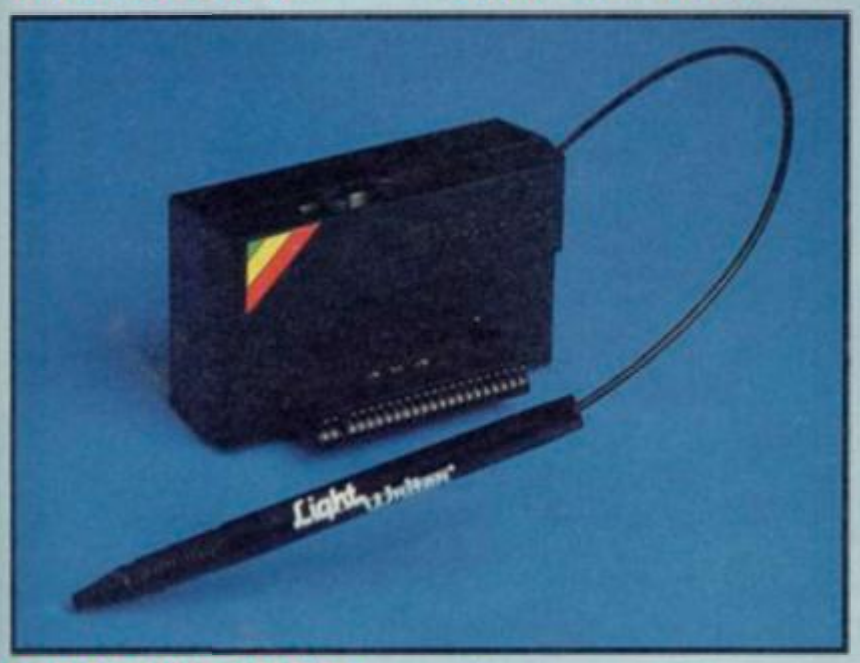
- Connect fullsize Centronics printers to your Spectrum.
- Complete with printer cable.
- HiRes screen dump (Epson).
- Microdrive compatible
- Compatible with Tasword 2.
- Easy to use.

ONLY £24.99

QUICKSHOT II

- The world's top selling joystick.
- Complete with interface.
- Maximum compatibility (Kempston system).
- Auto fire/rapid fire.
- Plugs straight into Spectrum/Plus/+2/+3 etc.
- Stabilizing suction cups.
- Complete - no more to buy.
- Top & trigger fire buttons.

ONLY £13.99



LIGHTWRITER

- Just plug in and draw circles, rectangles, squares & freehand drawing.
- Choose inks, papers, erase, fill etc.
- Save results into memory or tape.
- Menu driven.
- Animate screens from memory.
- Complete package includes lightpen & interface plus software.

ONLY £14.99 COMPLETE

16K RAMPACKS FOR ZX 81

- Brand new guaranteed Sinclair product.
- Simply plug in for 16K.
- Limited availablility.

ONLY £5.99

DATA RECORDER

- Fully compatible Data Recorder.
- Top quality for reliable results.
- Free tapehead Cleaner.

ONLY £24.99

LEADS etc.

+3 CASSETTE ADAPTOR LEAD

- Now you can connect your +3 to a cassette recorder.
- 2ft long.

ONLY £3.49

REPLACEMENT CASSETTE LEADS

- For 48/128/+2.

ONLY £3.49

+2 JOYSTICK ADAPTOR LEAD

- Allows standard 9 pin joysticks (Quickshot II/ Turbo etc.) to be used on +2/+3 computers.
- Supports rapid fire models.

ONLY £2.99

REPLACEMENT T.V. LEAD ALL MODELS

ONLY £3.49

ALL ORDERS NORMALLY DESPATCHED WITHIN 48 HRS

HOW TO ORDER ...

BY PHONE
0782 744707
24hr Credit Card Line

BY POST
Send cheques/POs made payable to "Datel Electronics"

FAX
0782 744292
UK ORDERS POST FREE
EUROPE ADD £1
OVERSEAS ADD £3

PRICES AND SPECIFICATIONS CORRECT AT TIME OF PRESS AND SUBJECT TO CHANGE WITHOUT NOTICE

CALLERS WELCOME - Please reserve goods by telephone prior to visit.

DATEL ELECTRONICS

DATEL ELECTRONICS LTD., FENTON INDUSTRIAL ESTATE
GOVAN ROAD, FENTON, STOKE-ON-TRENT, ENGLAND.

SALES ONLY	TECHNICAL ONLY
0782 744707	0782 744324

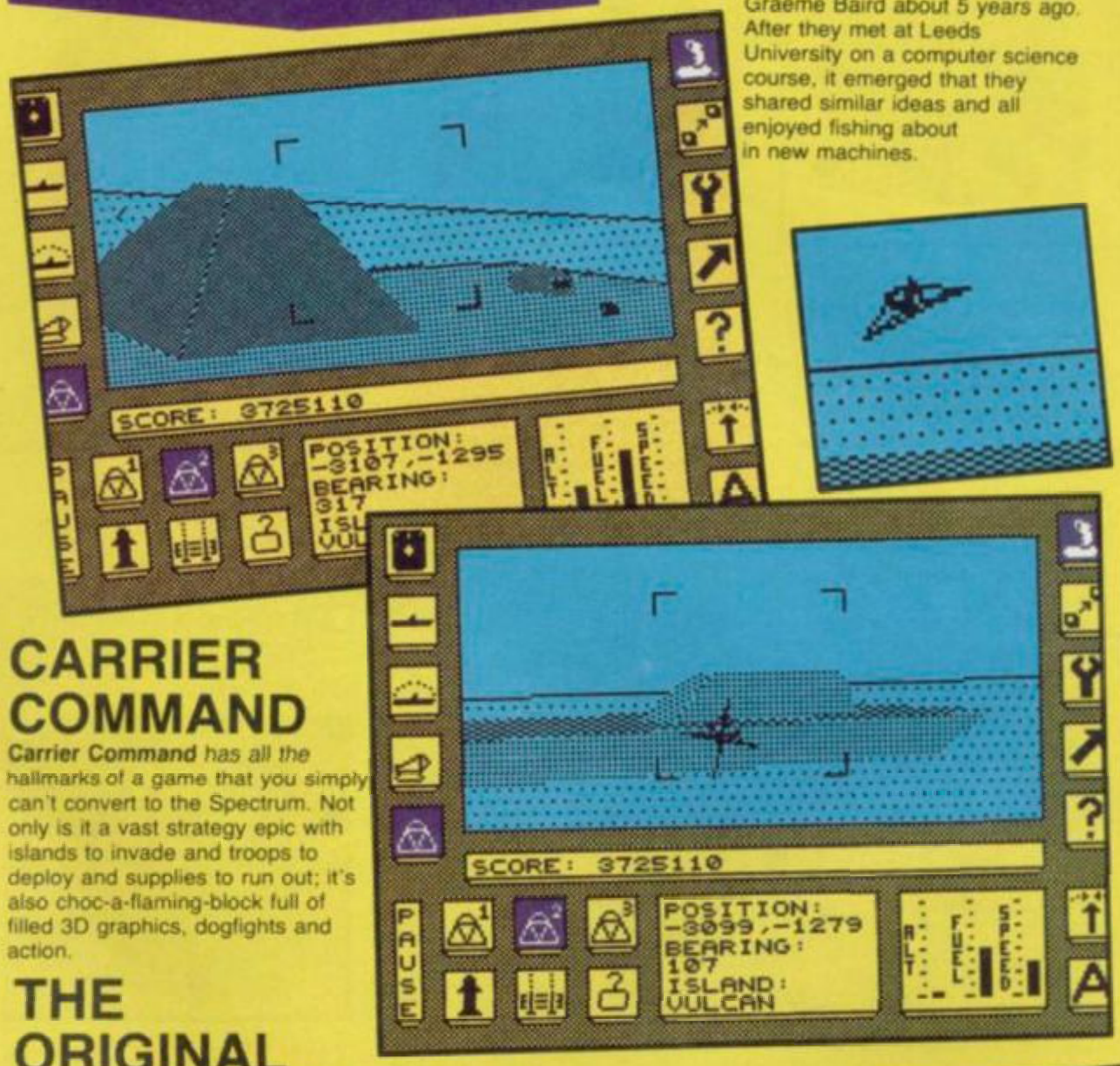
SINC 1

BIRTH OF A BLOCKBUSTER

OoooOO! Welcome again, to the page that is your window on the games development biz. How are all those astounding effects created? Why does everything look blue? Why has it taken so bloody long? This is the sort of impertinent question that we ask every month. And sometimes, we even get an answer . . .

THE PROGRAMMERS

Realtime Software have – between them – produced all the versions of the game. Andy Onions has been programming for about nine years and set up Realtime with Ian Oliver and Graeme Baird about 5 years ago. After they met at Leeds University on a computer science course, it emerged that they shared similar ideas and all enjoyed fishing about in new machines.

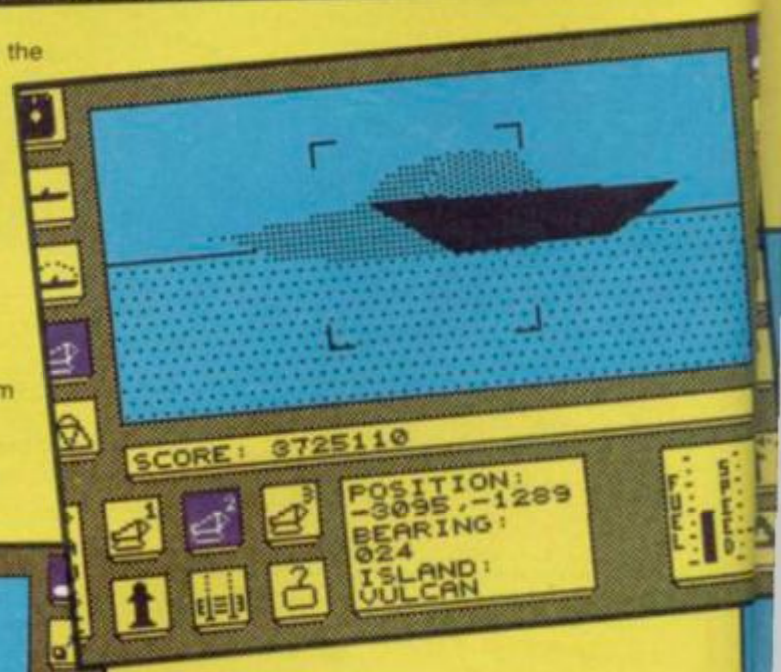


CARRIER COMMAND

Carrier Command *has all the hallmarks of a game that you simply* can't convert to the Spectrum. Not only is it a vast strategy epic with islands to invade and troops to deploy and supplies to run out; it's also choc-a-flaming-block full of filled 3D graphics, dogfights and action.

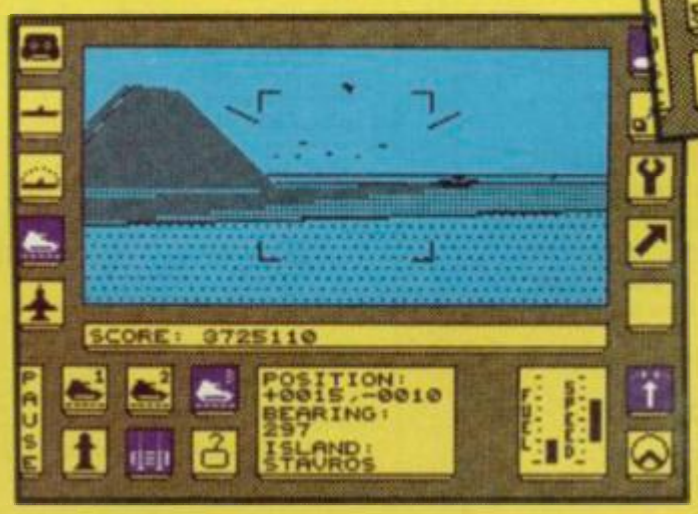
THE ORIGINAL

CC originally existed on the ST and happily filled the machine's memory capacity. It incorporated flight simulation, battle strategy and **Kingdom** style island management. Each section was equivalent to the capabilities of the Spec. It was the ultimate ST game, involving more elements than you could master in months.



SOUND

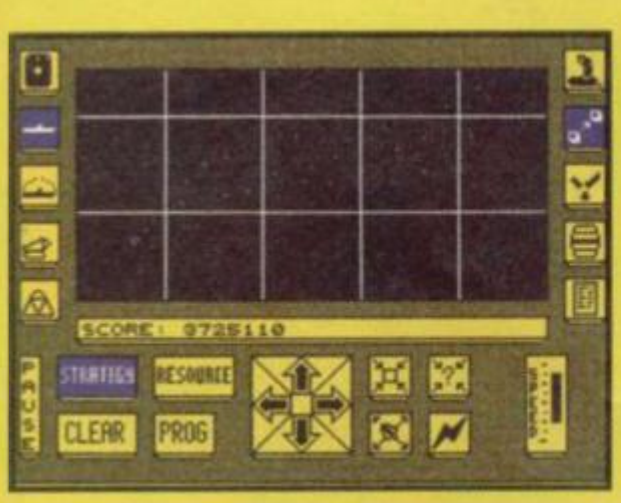
We've never been any good at sound, so Telecom handled this end of things. Sound effects and music take up too much processor-time, and the graphics are much more important in a game like this.

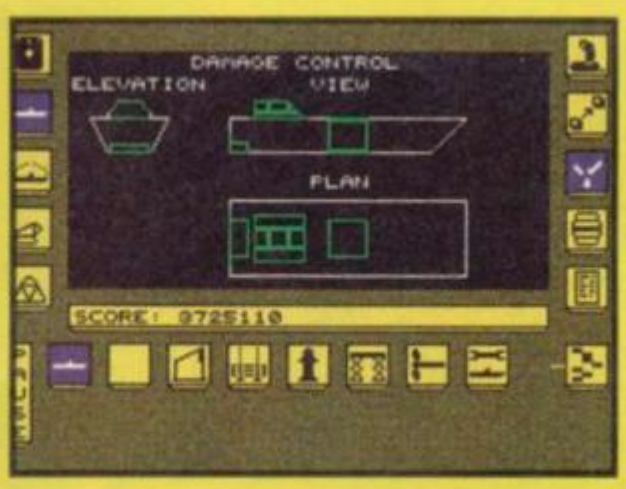


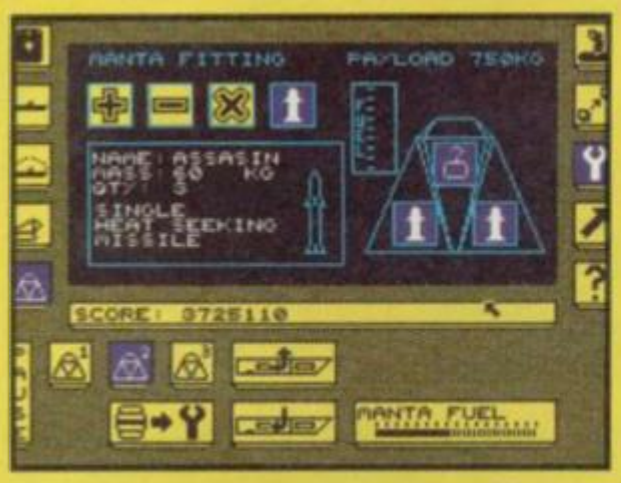
DEVELOPMENT SYSTEM

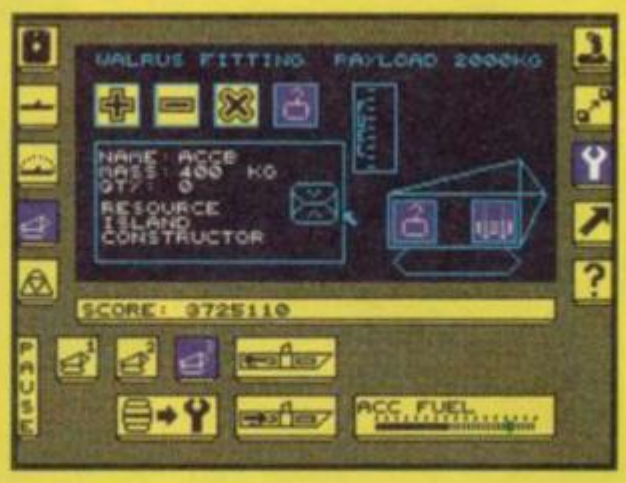
The boys use IBM compatibles to develop their software and then port the code across. Since the system is virtually universal, it's easy to upgrade the system continually.

CARRIER COMMAND









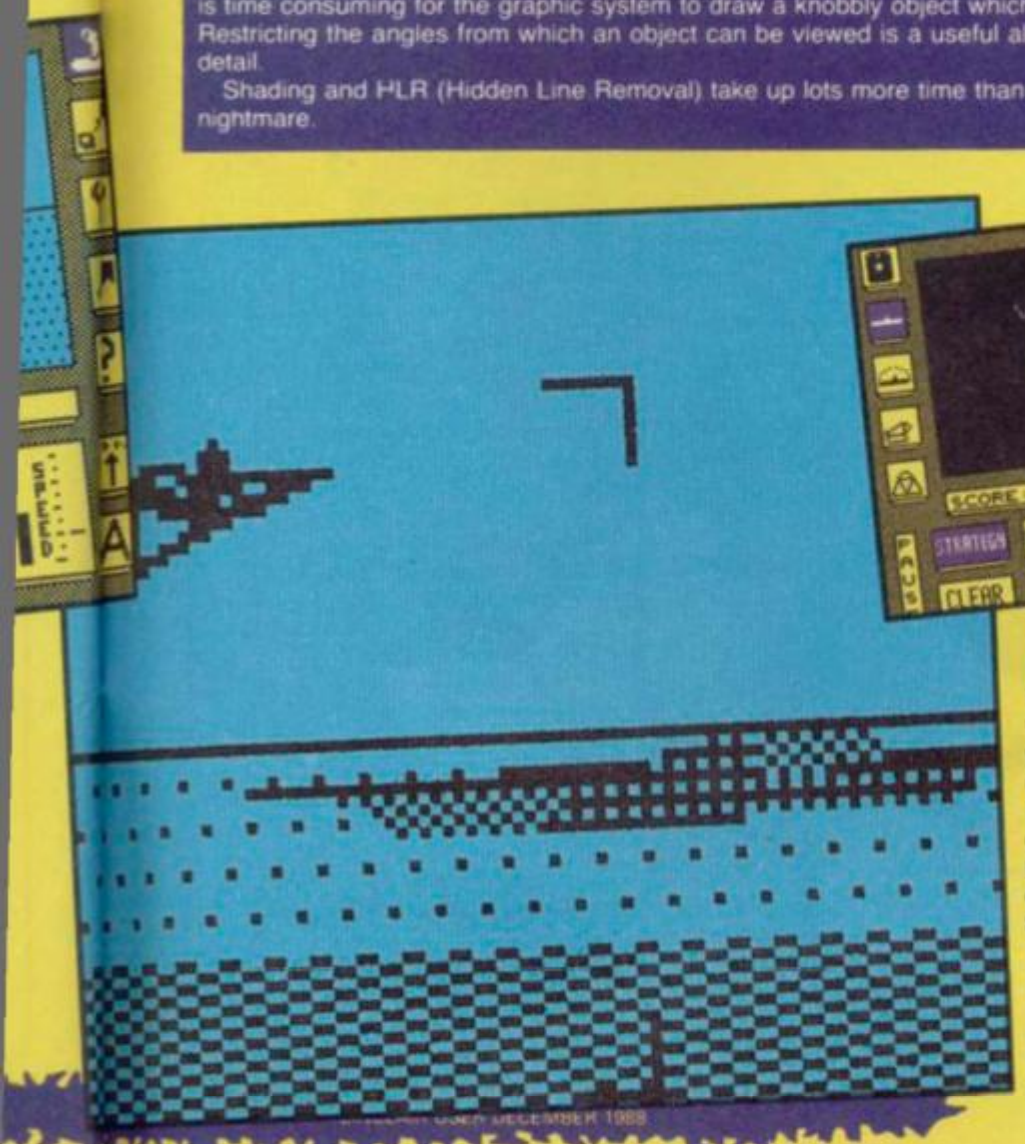
GRAPHICS

"There is no mystic art in creating 3D images with a computer. It's all based on maths and there's no great secret trick. The success or otherwise of the exercise depends on how much you manage to optimise the routines. Obviously, simplification of the objects involved makes life easier. You'll get a better frame-rate this way. Of course, you can't over-simplify the objects, or they'd look like nothing on earth.

In a 3D system, virtually every routine, whether it's rotation, movement, perspective representation of polygon filling, needs some pretty complex maths. If a scene requires one hundred multiples (not uncommon) it's no good trying to work with a system which can only handle 2,000 calculations per second. Our Spectrum code can deal with about 25,000.

The design of the objects used in the 3D is influenced heavily by the limitations of the graphic system. It is time consuming for the graphic system to draw a knobbly object which can be viewed from any angle. Restricting the angles from which an object can be viewed is a useful alternative to simply cutting down its detail.

Shading and HLR (Hidden Line Removal) take up lots more time than basic wire-frame. Another nightmare.

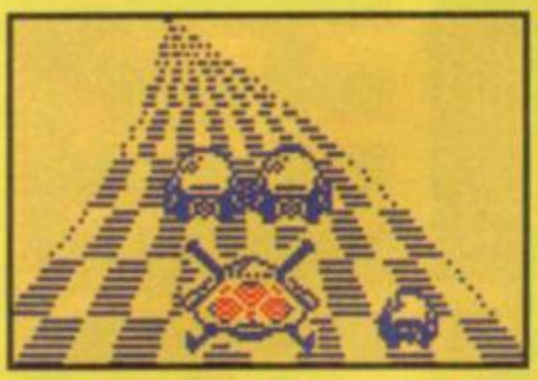


PROBLEMS

The graphics, obviously were the trickiest things to program. Although we use a basic set of routines for all of our programs, we have to virtually rewrite the code to compensate for quirks of the new game. The first few months of **Carrier's** development consisted of rewritng **Starglider** routines!

PRE

ELIMINATOR



Here's some screenshots of an exceptionally early version of the forthcoming Eliminator from Hewson. It's been written by John Wildsmith (who?) on the Spectrum, although the original versions were put together by John Philips (Impossaball, Nebulus).

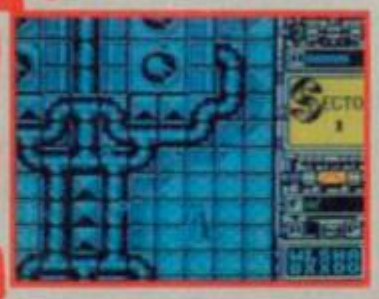
It looks like the 3D scrolling follow-the-track shoot-out to us, but we could be wrong.

Streetdate: December
Price: £7.45

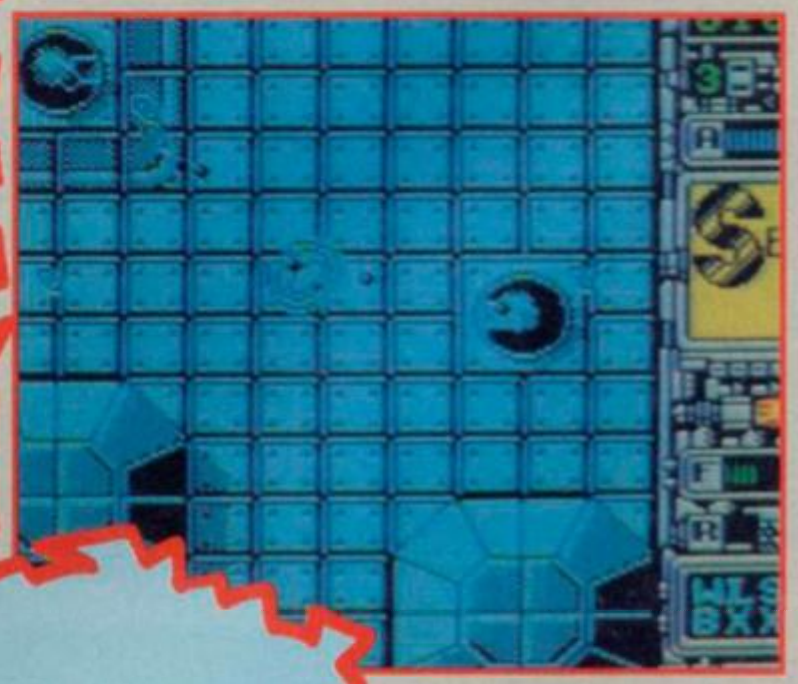
WAR IN MIDDLE EARTH

Tolkien Attack! Yus. It's time for another dose (eurgh) of everyone's favourite mythical type, JRR Tolkien. Well, it's not quite as strong a dose as you might think, because while War In The Middle Earth is indeed another in the Lord of the Rings/Hobbit series, it's not really an adventure at all. It's more like a war game, in fact. All window controlled and teams of soldiers. Looks, well, wargamey.

Streetdate: November
Price: £9.99



XEN



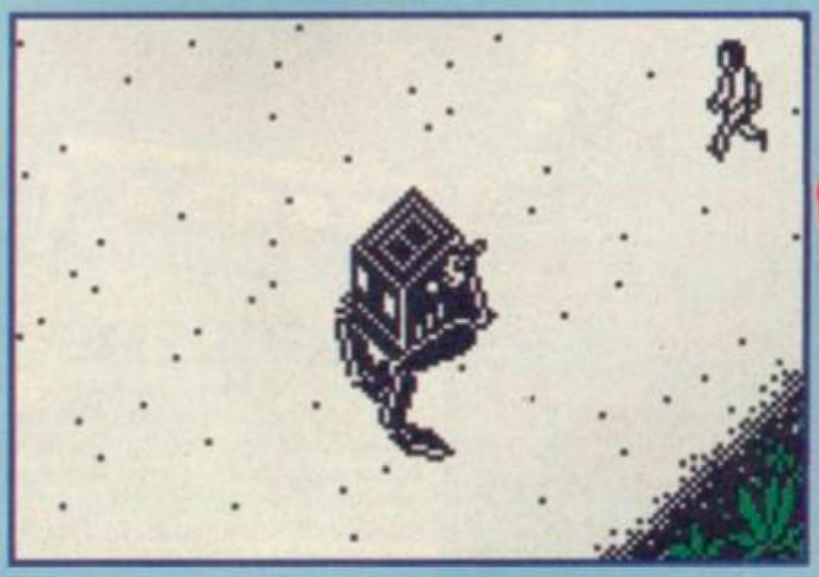
RETURN OF THE JEDI

Remember all the three-dimensional car/bike race sims that we had a spate of a couple of months back? Indeed, they're still coming (Fire and Forget from Titus is still to appear). Well, Domark have come up with yet another variation for the final part in the Star Wars Trilogy, Return of the Jedi. The screen scrolls diagonally from top right to bottom left and you race your Speeder bike against the Imperial Stormtroopers.

You have to race in and out of trees (well, not literally, but you know what I mean) while dodging fallen logs and remembering never to run down or shoot an Ewok.

Different levels take place over different terrain, some icy, others with higher numbers of trees etc.

Eventually the speeds will become too fast and the amount of trees will make you feel as if you're in Nottingham (? – GT) and you'll end up as a bag of shattered bones after smashing into a big pine. Eurgh.



You will be able to blow away the bad guys by shooting them up the exhaust – fnar – or running them into obstacles. Sounds like a day out in Kingston to me.

Streetdate: January
Price: £8.95

Xenon, for ages and ages, widely regarded as the best shoot-out on the Atari ST. Which won't be of much interest to you, will it? Well, that's where you're wrong, matey boy, because the topping wizards at Virginmastertronicincorporatedplc have nearly got through converting the little gen for the Spec.

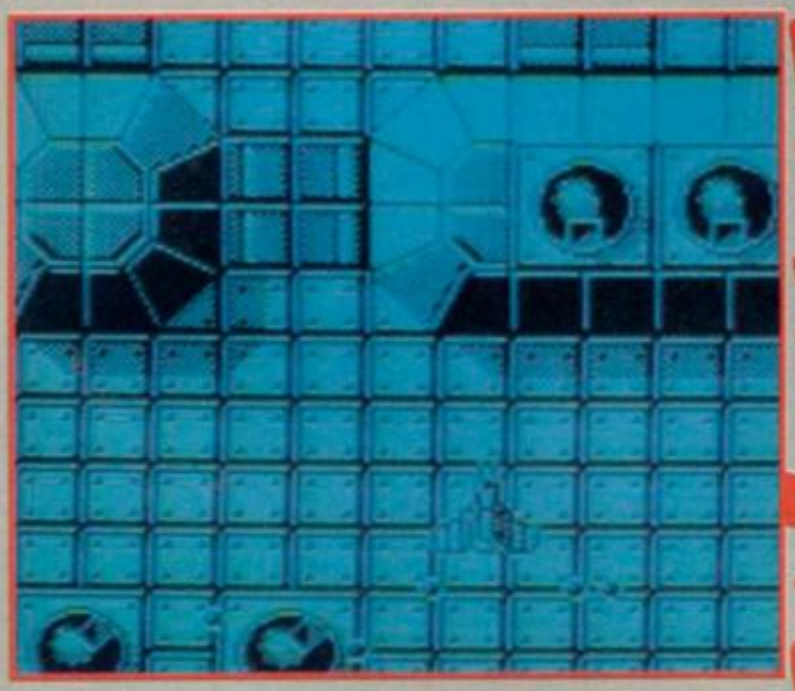
Although it's a straightforward vertical blas, Xenon's graphics really make it stand out. Lots of base relief chrome-like landscapes and stacks of little robots to blow away.

At the end of each level you're faced with a huge and virtually indestructible monster which you've got to shoot in the mouth. Action all the way. Check out the pics and judge for yourself, but it looks as if it could breathe some desperately needed excitement back into the shoot-out formula.

Streetday: December
Price: £9.99

VIEW

ON



HUNDRA

Hundra! **Well, yes indeed. This here isn't, as you could easily think,** Vixen **from Martech. Oh no. It's** Hundra **from Mastertronic. As you'll be able to tell from the pics,** Hundra **is a slightly more bulky prehistoric bint than** Vixen. **Not to much a foxtress as an elephant, if you get my drift.**

Still, not a sausage of information other than it's a runny-jumpy-killy affair with loads of colour graphics and – so far as we can judge – some pretty nice fight scenes.

Streetdate: December
Price: £2.99

STAR FARCE

Blam blam blam! Die alien scumfiends! I wonder, every now and again, if there are any aliens left in the world to shoot. I figure hundreds of thousands buy it every day in Speccy games around the country.

Still, Mastertronic have found yet another batch for you to blast in Star Farce, **which look uncommonly similar to** Lightforce **which came out last year from FTL (whatever happened to FTL? Discuss.)**

Vertical scrolling, lots of shooting and stacks of colour seem to be the prime ingredients. Review next month.

Streetdate: December
Price: £2.99

AND FINALLY

Mystery screenshot time again! Oo-ee-oo! Last month's competition was won in about ten seconds flat and the lucky winner is currently having his stomach pumped free of M+M residue. So we'll have to make it slightly more tricky from now on. Last month's answers were: A) Wec Le Mans **B)** Exploding Fist **+ C)** Barbarian II **(tricky one).**

So. Take a look at this little puzzler and if you are the first to tell us what it's called, we'll send you a Cadbury's Curly Wurly (MmmmmmMMMM!)

Ooo and by the way, Grandslam have just got a licence for Dandy. **Details and pics next month.**

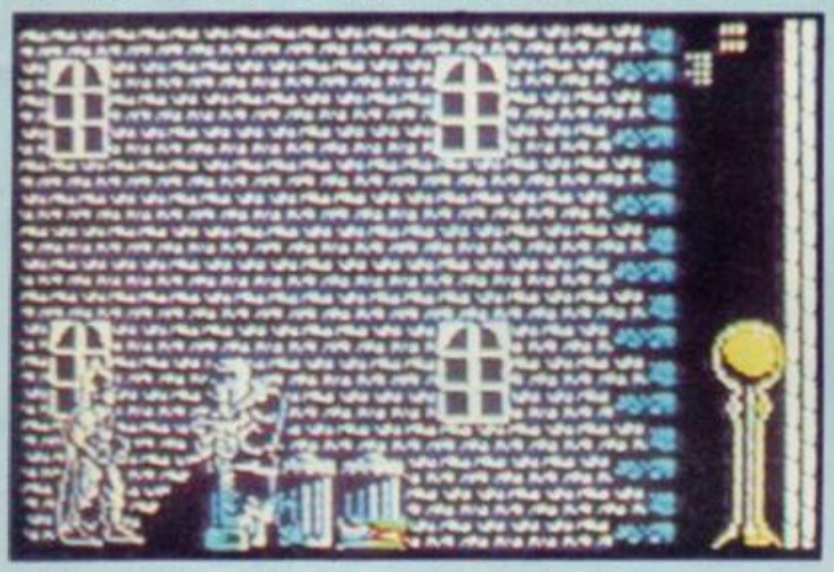
BAT

"Holy two-game double-up confusion, Batman!"

"Yes indeed, Robin. This case certainly looks as though it needs some . . . unravelling. Ah, as I thought, the Bat computer tells me that there was another game a few years ago which was also based on our crusading exploits, but it was in the style of some game fiends describe as 3D, and while many though it was 'fab', some complained that the atmosphere was slightly lacking."

"Damn it! You're right!" (punches fist)

"This seems to be another cunning ploy by Ocean to cash in on our name. I think we'd better proceed very carefully, old chum. Let's get this tape loading . . ."

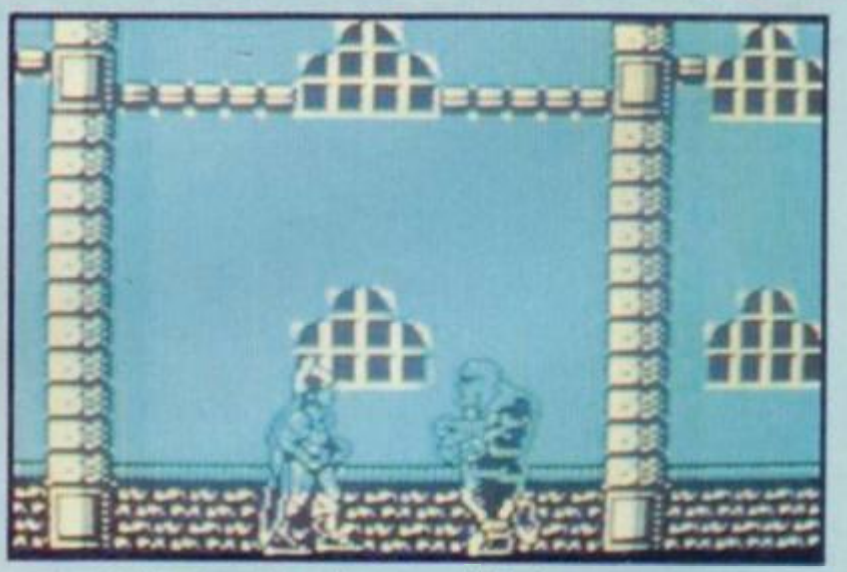


"But how? We've only got our Bat-computer."

"Aha, With my handy Bat-Spectrumemulator." (Produces same from belt) "Now we'll see what those ingenious devils are up to. But wait! What's this? There seem to be two different games – one on each side of the tape!"

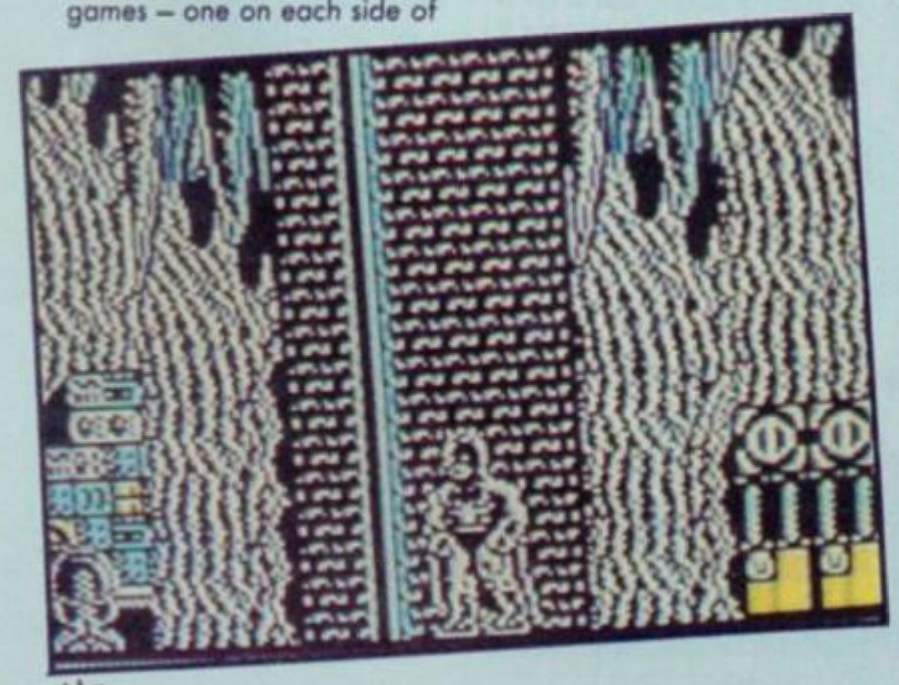
"Holy nightmare! How are they different?"

"I'm glad you asked me that, old sausage (sausage?? – are you sure? GT). One game has us pitted against the evil Penguin and the other features the mad, bad Joker as our foe. Now, take a seat on my knee, and we'll see what we're about."



"Jeepers creepers! Who's that fatso with the funny hat on the screen, Batman?"

"That's me Robin. Actually, I think I've been rather endearingly adapted to the computer. It seems that, if my Bat-senses aren't deceiving me, I can walk around the screen collect objects and climb things."



"Holy perception! You've got it! But what's that strange boxed-off effect?"

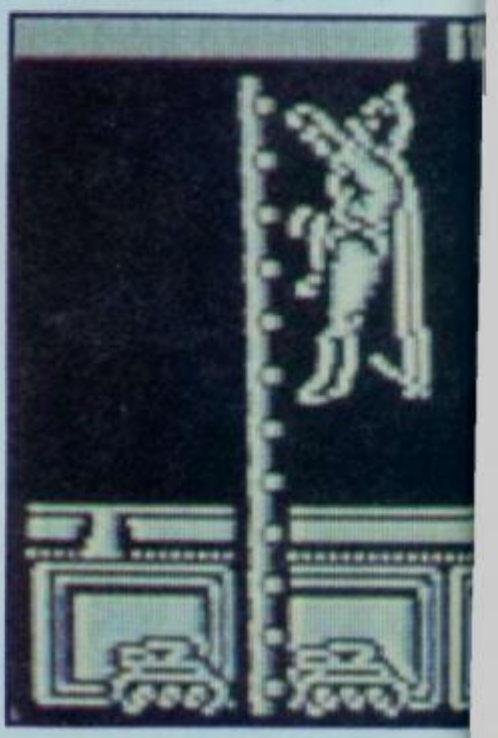
"Looks to me like another example of comic book style, Rob. And cleverly done. As you leave one room, the next frame will overlay like the frames in a comic. Nice touch. Now, we're out of the Batcave and into the harsh world. I smell crime in the air. Which side did we load, old fruit?"

"By Gotham City! It was the Penguin side!"

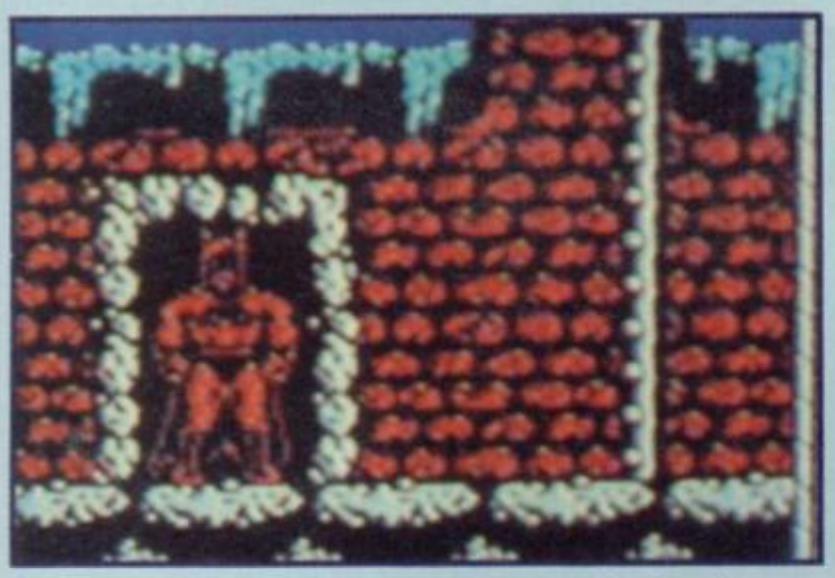
"As I thought. I think we may find that our old friend the Penguin is about to try and take over the world with an army of robotic penguins and Henchmen in an operation he's running from a fake umbrella factory somewhere in the city."

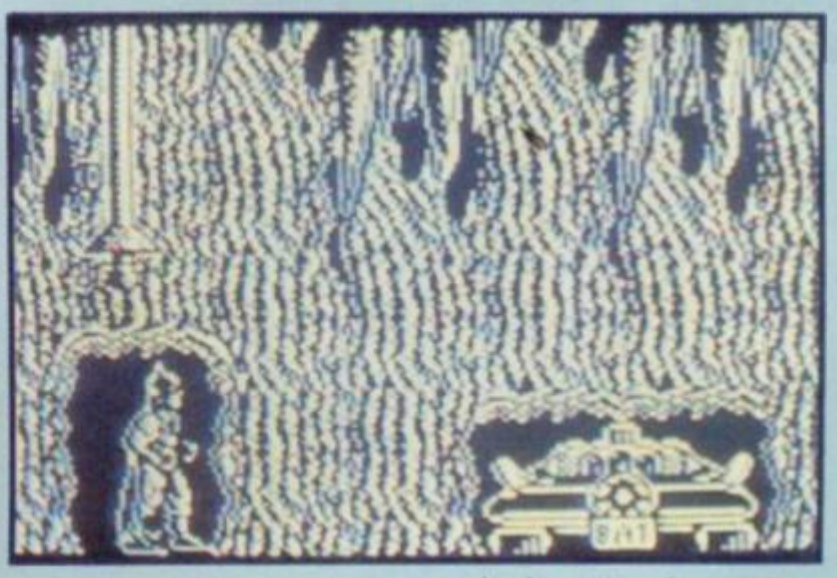
"Holy Sixtiesexpression! Look out! Here comes a Henchman!"

(Impresive martial-arts fight breaks out) Biffo! sokk! Powww! "That dealt with him, Robin. I seem to be able to fight pretty



TMAN



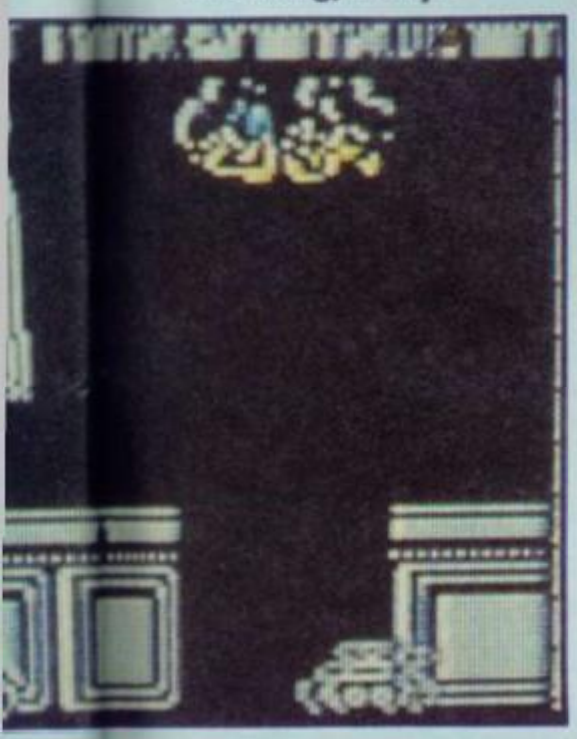


them I fear. There seems to be so much going on, I fear even my Bat-instincts wouldn't tell me where to begin."

"Holy thoughtful programminmg! So what's our Bat-verdict?"

"I think it's a damned fine game, Robin. These graphics well, and there are lots of moves available. I can even use the Batarang if I can find it."

"How in the name of Commissioner Gordon do you handle objects in this thing, Batty?"



"By using this cleverly designed Object-handling screen, Robin. I can highlight the objects I want to use – assuming I've found them in the very large play area – and then, while playing, I simply press the Use Item key. I can then pick locks, disguise myself, find door passes and even have something to eat."

"Holy variety! So there's lots to do. How difficult is the mission looking, though?"

"Pretty tough, I'm afraid, old pomegranite. Gotham City is puz zling, and we don't have use of the Batmobile, so we'd better make a map. Here take this pen and paper ..."

"Holy Swizz! I always have to make the maps!"

"I can't be bothered with such trifles, Robin. My energy level is getting low, as are the other two gauges which I don't understand the nature of. Pay attention to the graphics. Too much attribute clash for my liking, but on the whole they look good enough to me."

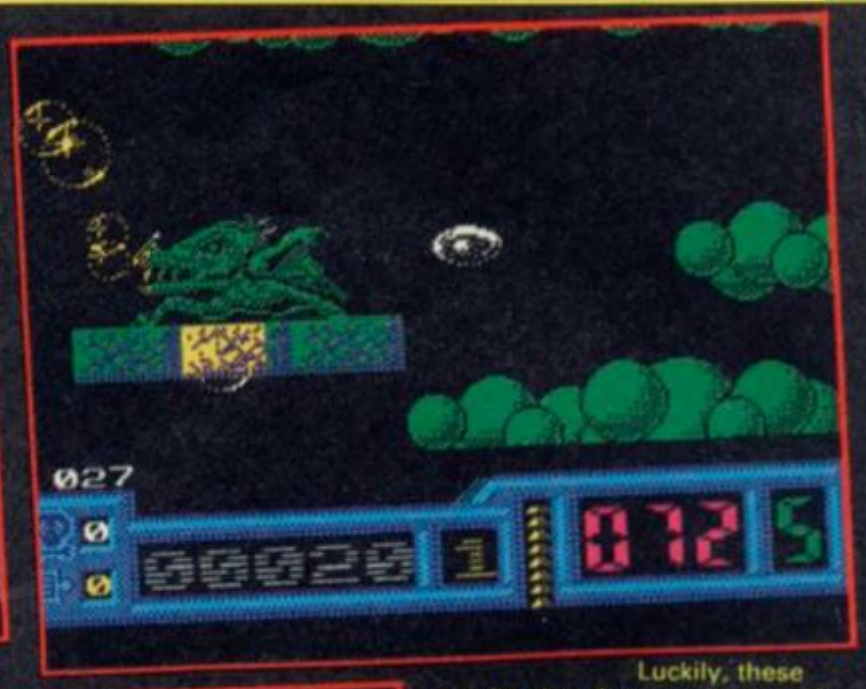
"And there are clues at the top of the screen to help us know when and where to use certain items."

"A good job, my caped suzette, because things would be a bit too mysterious without make the action clear and attractive and both games use different map areas and there are different sets of bad guys to deal with. It also has a sense of humour, which makes a change from all this sombre **Dark Knight** malarky I've had to deal with recently. I'd advise the kids to buy it."

"Holy endorsement!"

"Indeed."■

NETHERWORLD



Eeek! What a way to die! Stuck in an infernal alien universe with no way out other than to buy your way to freedom.

You begin on one of three start levels at various points around the 10 levels. Each level is a large, multi-scrolling area of walls and nasties. The basic idea is to collect all the diamonds that are scattered about on each of the levels to gain access to the next. Of course, it goes without saying, each screen gets progressively harder (then why did you say it? – GT).

Just to make the game that little bit more difficult, you are given an amazingly short time limit in which to get around and collect all the gems on each level. Luckily it is possible to find hour-glasses that top your time back up to maximum.

Some of the diamonds are hidden in some pretty obscure places. Some groups are completely surrounded by what seems to be an impenetratable wall.

Or is it? Maybe not. Bounce around it for a bit and sure enough, one of the blocks is a cleverly projected hologram, carefully constructed to look like the real thing.

Your ship is a small, rotating hoop-like affair, that can zip in and out of the maze of platforms quite quickly, which it needs to be able to do, what with the short time limit and the nasties.

The aliens consist of two types. Free roamers, that bounce all over the shop, and cause some real painful damage to your craft. These are produced by alien generators that can be found from the mid-levels onward.

The other type of nasty is the demon. These rotten creatures sit on ledges next to large supplies of gems, and stop you by just chucking hundreds of bubbles at you.

Luckily, these can be shot down and some of the bubbles leave lots of special toys for you to play with. These range from extra points to two very destructive weapons. One weapon gives you the power to destroy demons on contact. The other is a brick smasher to help you break through games.

Netherworld seems to be 10 levels of the same old thing. There doesn't seem to be enough game in there to warrant any form of long term playing.

The graphics are quite nice and detailed. I particularly like the huge skulls on one of the later levels. Animation is quitre fluent, though the scrolling is more than a little jerky.

Sound is confined to well within the Spectrum's limits, but funnily enough, there is some mega-fab 128K music.

A slightly disappointing converions of the not-so-hot Commodore 64 game.

FAX BOX

ARCADE REVIEW

NETHERWORLD Label: **Hewson** Author: **Chris Wood** Price: **£7.95** Memory: **48K/128K** Joystick: **various**

GRAPHICS	SOUND	PLAYABILITY	LAST ABILITY	OVERALL
83	72	43	68	69

A sad conversion from the Commie. Hours of sheer boredom guaranteed

Tony Dillon

SKINFLINTS

42 Balmoral Road, Fairfield, Liverpool L6 8NF
Telephone: (051) 260 7897 ext 28

Amstrad CPC

Daley Thompson's Olympic Challenge	6.99
P Beardsley's International Soccer	6.75
Game Over II	6.99
Empire Strikes Back	6.99
Vindicator	6.75
The Train	7.19
Ninja Hamster	2.99
Book of the Dead	2.99

Atari ST

S.T.O.S.	20.95
Leaderboard Collection	14.99
Super Hang-On	15.99
Zynaps	13.99
Whirligig	13.95
Empire Strikes Back	13.95
Star Glider II	16.45
P Beardsley's International Soccer	13.99
Tau Ceti	4.99
Academy	4.99

Commodore C64

Daley Thompson's Olympic Challenge	6.99
Leaderboard Collection	11.99
Last Ninja II	9.99
Vindicator	6.75
P Beardsley's International Soccer	6.99
Empire Strikes Back	6.99
Hawk Eye	6.99
Barbarian II	6.99
Road Blasters	6.99
Street Fighter	6.99
Star Raiders II	2.99
Hit Pak (Elite)	3.99
Captain America	2.99
Time Fighter	2.99
Book of the Dead	2.99

Commodore Amiga

Capone	20.95
P.O.W.	20.95
Sargon II Chess	17.45
Zynaps	13.95
Starglider II	13.95
Empire Strikes Back	13.25
Menace	17.95
P Beardsley's International Soccer	13.99
Black Shadow	4.99
Terramex	4.99

IBM PC

Academy	4.99
Annals of Rome	4.99
Test Drive	19.95
Bard's Tale	19.95
Jordan v Bird	17.49
Game Over II	19.95

Sinclair Spectrum

Daley Thompsons Olympic Challenge	6.95
Empire Strikes Back	6.95
Leaderboard Collection	11.99
Vindicator	6.50
1943	6.75
P Beardsley International Soccer	6.75
Pink Panther	7.19
Bard's Tale	7.19
Supreme Challenge	10.55
Salamander	6.50
The Train	7.19
Hopping Mad	6.75
Nineteen	6.99
Game Over II	7.19
Road Blasters	7.19
Solomon's Key	2.99
Fast & Furious	2.99
Loads of Midnight	2.99
Ballbreaker	2.99
Nihilist	2.99

Sinclair Spectrum +3

4 Top Games	4.99
Dracula	4.99
Game Over II	11.95
Virus	9.99

Orders are being taken now for:

Operation Wolf, Return of the Jedi, Afterburner, R-Type, History in the Making and Thunderblades.

FREE PRICE LIST AND POSTER WITH EACH ORDER.

The above list of items is only a small selection from our vast range. We also stock Atari 8-bit & VCS2600, C16/+4, MSX, BBC/Electron and SEGA.
All orders over 5.00 include P&P in the UK, orders under 5.00 please add 50p per item.
Orders to Europe please add 75p per item, elsewhere please add 1.00 per item.
Please send your orders, complete with cheque/postal order (made payable to **SKINFLINT BUDGET SOFTWARE**) to the above address, or telephone them through to the above telephone number along with your credit card details (including Card Name, Number, Starting Date and Expiry Date).

The Instant Catalog

VOL. 1. X-MAS SPECIAL WIN AN ATARI ST. No.8

COMPILATIONS

19 Boot Camp	6.75
Action Force II	6.10
Alien Syndrome	6.10
Bard's Tale	6.10
Bionic Commando	6.10
Crosswize	5.40
Cybernoid II	5.40
Daley Thompson's OC	6.75
Dark Side	6.75
Earthlight	5.40
Empire Strikes Back	6.75
Great Giana Sisters	6.10
Impossible Mission II	6.10
Intensity	5.40
Laser Squad	6.75
Last Ninja 2	8.80
Marauder	5.40
Mickey Mouse	5.40
Mindfighter	10.10
Overlander	5.40
Skate Crazy	5.40
Soldier of Fortune	5.40
Sophistry	5.40
Stalingrad	6.75
Supreme Challenge	8.80
Target Renegade	5.40
Time & Magik — Disk	10.10
Virus	5.40
Where Time Stood Still 128	5.40
1943 Battle of Midway	6.10
4x4 Off-Road Racing	6.10
Acrojet	6.75
After Burner	6.75
Airborne Ranger	6.75
Alternative World Games	5.40
Arkura	5.40
Barbarian — Psy	6.75
Barbarian II	6.75
Beyond the Ice Palace	5.40
Black Tiger	6.10
Bobby Yazz Show	5.40
Linekar's Superskills	5.40
Gunship	6.75
Heroes of the Lance	6.75
Hopping Mad	5.40
Hotshot	6.10
Ingrid's Back	10.10
Lancelot	10.10
Live and Let Die	6.10
Match Day II	5.40
Netherworld	5.40
Night Raider	5.40
Pacmania	6.10
Pepsi Challenge	5.40
Peter B's Int Football	6.10
Platoon	6.75
Pro Soccer Simulator	6.10
Psycho Pigs UXB	6.10
R-Type	6.75
Rambo III	6.10
Road Blasters	6.10
Robocop	5.40
Roy of the Rovers	5.40
SDI	6.75
Salamander	5.40
Samurai Warrior	5.40
Samson	6.10
Savage	6.10
Silent Service	6.75
Soldier of Light	5.40
Spitting Image	6.75
Street Fighter	6.10
Strip Poker 2	5.40
Super Hang On	6.75
T-Wrecks	5.40
Thunder Blade	6.10
Tiger Road	6.10
Tracksuit Manager	6.75
Train — Escape Normandy	6.10
Trivial Pursuit ANB	10.10
Typhoon	5.40
Vindicator	5.40

ORDER OVER £10 GET A FREE CRASH SMASH

Carrier Command	10.10
Charlie Chaplin	6.10
Chubby Gristle	6.10
Combat School	5.40
Corruption Disk	11.00
Echelon	6.75
Elite 6 Pak Vol 3	6.75
Espionage	6.10
F-15 Strike Eagle	6.75
Fernandez Must Die	6.10
Football Manager 2	6.75
Foxx Fights Back	6.10
G I Hero	5.40
Game Over II	6.10
Games: Winter Edition	6.10
Linekar's Hot Shot!	5.40

PLANET'S Best Buy EST. 1988

INSTANT, Boston House, Abbey Park Road, Leicester LE4 5AN
Mail Order Only. State Computer's make and model.
P&P: 50p on orders under £5. EEC 75p per title.
Whole World £1.50 per title for Air Mail.
New titles sent on the day of release.

0533 510102

FOR DISK PRICES & NEW RELEASES PLEASE RING US.

TRYBRIDGE SOFTWARE DISTRIBUTION

TITLE	SPECTRUM	DISC	TITLE	SPECTRUM	DISC	TITLE	SPECTRUM	DISC
Ace	2.00		Game Set & Match	8.95	11.95	Pro Soccer Sim	5.95	8.95
Ace of Aces	2.95		Game Set & Match 2	8.95	11.95	Race Against Time	4.95	
Action Service	5.95		Garfield	6.00		Rambo 3	5.95	9.95
Adv Art Studio 128	14.95		Gauntlet	2.95		Red October	9.95	
Afterburner	7.45	10.45	Gauntlet 2	6.95		Return of Jedi	6.95	9.95
Airborne Ranger 128	9.95		Giants	10.45	13.95	Road Blasters	6.95	10.95
Alien Syndrome	6.45		GI Hero	4.95		Robin of the Wood	1.95	
Arcade Force 4	7.95		G Lineker Hotshot	6.95	10.95	Robocop	5.95	9.95
Arc of Yesod	2.00		Gold Silver Bronze	10.45	12.95	Roller Coaster	2.00	
Arkanoid	3.50		Guerilla Wars	5.95	9.95	Rolling Thunder	6.95	
Arkanoid 2 Revenge	5.50	9.95	Guild of Thieves		9.95	Romper Room	2.00	
Army Moves	3.95		Gunrunner	2.00		Roy of Rovers	5.95	9.95
Artura	5.95	8.95	Gunship	6.95	9.95	R-Type	6.95	10.45
Athena	3.95		Gyron	1.00		720	6.95	
Ballbreaker	2.00		Hardball	2.95		Salamander	5.50	
Barbarian Psychosis	6.95		Hard Guy	2.00		Samurai Warrior	4.95	
Barbarian 2 Palace	6.95		Headcoach	2.95		Savage	5.50	
Bards Tale 1	6.95		Heartland	2.00		SDI (Activision)	7.45	
Batman	2.95		Hero	1.00		Shaolins Road	2.95	
Bmm Cpd Crusader	5.95	9.95	High Frontier	2.00		Sidearms	6.95	
Best of Beyond	2.95		Hive	2.00		Sidewize	2.95	
Best of Elite Vol 1	3.95		Hotshot	6.00	8.95	Silent Service	6.95	
Beyond Ice Palace	5.95	9.95	Hypaball	1.50		Silicon Dreams	9.95	
Bionic Commando	6.95		Icups	1.50		Skatecrazy	5.95	10.95
Black Lamp	3.95		Ikari Warriors	5.95		Soldier of Fortune	5.00	8.95
Black Tiger	6.95		Impact	6.95		Soldier of Light	5.95	
Bounces	2.00		Imp Mission 2	6.95		Solid Gold	7.45	10.95
Bubble Bobble	5.45	8.95	Ingrids Back	9.95	12.95	Space Ace	10.45	12.95
Buggy Boy	5.50		Intensity	5.00		Spindizzy	2.00	
Butcher Hill	6.45	10.95	International Karate	2.95	4.95	Spy v Spy Arctic	2.95	
California Games	3.95	10.95	Jewels of Darkness	9.95		Spy v Spy Trilogy	6.95	
Captain Blood	6.95		Karate Ace	10.45	12.95	Stalingrad	7.45	9.95
Carrier Command	9.95	13.95	Kinetik	1.50		Star Raiders 2	2.00	
Combat School	5.45	9.95	Knightorc	9.95		Star Wars	6.95	
Comet Game	1.00		Konami Collection	6.95	12.95	Stealth Fighter	6.95	9.95
Crosswize	4.95		Krakout	2.95		Streetfighter	6.95	
Cybernoid 1 or 2	6.45		Lancelot	9.95	11.95	Street Soccer	6.95	
Daley Thomson 88	6.50		Laser Squad	6.95		Strike Force Harrier	2.95	
Dark Fusion	5.95	8.95	Last Ninja 2	8.95		Strip Poker 2	6.95	
Dark Side	6.95	9.95	L'board Par 3	10.95	13.95	Summer Olympiad	5.95	
Doomdarks Revenge	2.00		Live Ammo	6.95	10.95	Super Hang On	7.45	
Double Dragon	6.95	9.95	Live & Let Die	6.95	9.95	Supersports	5.95	9.95
Dragon Ninja	6.95	9.95	Lords of Midnight	2.95		Supersprint	2.95	
Dragonslair	2.95		Madballs	5.50		Supreme Challenge	8.95	11.95
Druid	2.00		Magnificent 7	6.95	12.95	10 Mega Games	9.95	10.95
Earthlight	3.95		Marauder	6.95	10.95	20 Chartbusters	6.95	
Echelon	6.95		Matchday 2	4.95		Taito Coin Ops	8.95	11.95
Elite 6 Pack 1 or 2 or 3	6.95		Mega Apocalypse	6.95	10.45	Target Renegade	4.95	
Emlyn Hughs Football	6.95	9.95	Metaplex	2.95		Techno Cop	5.95	10.95
Empire Strikes Back	6.95		Metrocross	2.95		Tempods	6.95	
Enigma Force	2.00		Miami Vice	2.95		The Games Winter	6.95	10.95
Espionage	5.95	9.95	Mickey Mouse	6.95	9.95	Thunderblade	6.95	9.95
Exploding Fist +	5.00		Mindfighter	9.95		Thundercats	5.95	
Eye	3.95		Mini Putt	6.95	10.45	Tiger Road	6.95	9.95
4x4 Off Road Racing	6.95		Motor Massacre	5.95	8.95	Time & Magick	9.95	9.95
F16 Combat Pilot	9.95	13.95	1943	6.95	9.95	Time Stood Still	5.50	9.95
Fairlight 2	2.00		19 Bootcamp	6.95		Tracksuit Manager	6.95	
Fair Means or Foul	5.45	8.95	Nemesis the Warlock	2.00		Train Escape	6.95	10.45
Fernandez Must Die	6.95	9.95	Netherworld	5.95	9.95	Trantor	6.95	
Final Matrix	2.00		Nigel Mansell GP	6.95		Trio Pack	3.50	
Firetrap	2.95		Nightraider	7.45		Triv Pursuit	9.95	
Fish		9.95	Nodes of Yesod	2.00		Triv Pursuit New Begin	9.95	
Fists & Throttles	8.45	9.95	Ocean Compilation	7.95	11.95	T-Wrecks	5.95	9.95
Five Computer Hits	3.95		Oops	5.50		Tyger Tyger	5.00	
Fivestar 1, 2or 3	6.95		Operation Wolf	5.75	9.95	Typhoon	5.50	
Flintstones	6.25		Outrun	6.95		Ultimate Collection	9.95	
Flying Shark	5.50		Overlander	5.50	9.95	Untouchables	5.95	9.95
Fox Fights Back	6.00	8.95	Overlord	7.00		Vectron 3D	2.00	
Football Director	6.00		Pacland	6.25		Victory Road	5.00	9.95
F15 Strike Eagle	6.95		Pacmania	5.95		Vindicator	5.00	
Football Manager	2.95	4.95	Pawn	9.95	10.95	Virus	5.50	
Football Manager 2	6.95	9.95	Pepsi Mad Mix	5.95	9.95	Vixen	6.50	10.45
Freddy Hardest	2.95		Peter Beardsley	6.25		We Are the Champions	6.95	12.95
Frostbyte	2.00		PHM Pegasus	6.95	10.95	WEC Le Mans	5.95	9.95
Future Knight	2.00		Pitfall 2	1.50		Whirligig	4.95	8.95
Game Over →	3.50		Platoon	6.95		Zenji	1.50	
Game Over 2	6.95	9.95	Predator	7.45				

Please send cheque/PO/Access, Visa number and expiry date to: **Trybridge Ltd, 72 North Street, Romford, Essex RM1 1DA.** Please remember to state the make and model of your computer when ordering. P&P Inc UK on orders over £5. Under £5 and Europe add £1 per item. Elsewhere add £2 per item for AIR MAIL. Telephone orders: 0708-765271

FREE GIFT LAGER MADNESS

First it was booklets. Then it was cassettes. Then we had two cassettes. Now Gremlin, fount of all knowledge and wisdom, predicts **WHAT MAGAZINES WILL BE STICKING ON THEIR COVERS NEXT YEAR.**

January. SPLOSHHH! magazine gives away a free full-price game, AHH-TYPE. Due to legal action by the copyright holders, everyone buying that issue is sentenced to ten years in prison.

February. THE WHINE magazine gives away a piece of software which turns your Spectrum into an Amiga. Thousands complain that they'd rather have their Spectrum back.

March. ARSE! magazine gives away an Amiga on the cover. Every copy falls off the shelf and all the Amigas are smashed beyond repair.

April. YOUR COMMODE sticks an Afterburner coin-op on every copy. Due to the cost only three copies are printed that month.

May. COMMUTER AND IDIOT GAMES has a free member of staff stapled to each copy. Many returns.

June. Our very own SU gives away a free Caribbean island (stuck in the centrefold).

July ... things get REALLY silly.

LAST MONTH'S COMP

Much better this month. Gremlin doesn't know if it's a phase of the moon of what but something about the Nigel Mansell picture brought out the worst in everyone . . . or the best maybe. There were a lot of entries that suggest Nigel had superglued the cup to his head (yawn yawn) and not a few mentioning personal hygiene of which perhaps the most direct was the brutal "So much for Denim – my armpits stink" from Stephen Browne – very tasteful Stephen. Not a few people's entries began "I'm a little teapot short and stout . . ." but few of them were funny.

Winner by complete office agreement was this piece of bizarre thinking from Craig Burnett "What do you think Alain? It's either this one or the blue one with no handles". Craig we're proud to have you as a reader. We'll even send you some money at some point.

KAMIKAZE BEAR
ERN' THIN' TAH REPERT *GIN'RAWL?
WE 'EFF CEPTURED A REBEL PEES-SEÑOR COLLINELL
* ROUGHLY TRANSLATED "ANYTHING TO REPORT, GENERAL?"
COLONEL 'RED' ROURK - MILITARY ADVISOR TO HIS EXCELLENCY THE GENERALISSIMO'S ARMED FORCES WAS MAKING FINAL PREPARATIONS TO ATTACK REBEL POSITIONS WITH HIS FIELD COMMANDERS - UNAWARE OF THE SUDDEN AND DRAMATIC TURN OF EVENTS.....
ALSO UNAWARE OF THE PROBLEM HIS OBSCURE SOUTHERN BACK-WATER DIALECT WAS CAUSING.
WOULD YOU LIKE TO QUESTION HEEM?
SHO' REE HAYLE * WEIRD; DAWN EERT
* YES I WOULD LIKE TO VERY MUCH!
GWAN SPIDDIYAWLT GAWDRANG YAH! *
WE'LL MAKE YOU TALK, DOG!
SS....S S....SS.
S....SEÑ SEÑ...SS.. S...SEÑ
* WILL YOU KINDLY TELL US WHAT WE WANT TO KNOW?
S...SEÑ...SEÑOR BARR...EE...EE EES A COMING DO WHAT YOU WANT BUT PLISS DONT LET HEEM GET ME...ULP!
SHEE-YIT!
SEÑOR BARR! CARAMBA!
* DAWN!

GREMLIN'S JOKE

Q What's the difference between a Duck?
A One of its legs were both the same.
Look it helps if you know the duck involved or if you'd seen its legs. Well I think it's very funny actually and you probably just don't understand it.
(Look I'm not going to bother stealing YS's reader's jokes idea if theis is the best you can come up with – GT)
Oh forget it.

Gremlin

Caption Competition 24

Look at this marvellous picture of the Darlings – stars of Network TV and owners/runners/publicisers of Codemasters. Why is David in the air? What are the others thinking or saying? Does the fact that they are in Dusseldorf make a difference? I think we should be told. Twenty of your English pounds to the winner.

Coupon

Name .....

Address .....

.....

.....

Caption .....

THE NEWS SPREADS THROUGH THE ATTACK FORCE LIKE PNEUMONIA AT AN ARCTIC NUDIST COLONY
SEÑOR BARR..
SEÑOR BARR..
SEÑOR BARR..
SEÑOR BARR..
SEÑOR BARR..
SEÑOR BARR..
SEÑOR BARR..
SEÑOR BARR..
GIT BECK'EER YAH YELLAH SCREEM'N' MAWYER FRIGGIN' CAWDS THIS MINNERD*
'WILL YOU COWARDS KINDLY RETURN TO YOUR POSITIONS, IMMEDIATELY'
EE...EEF YOU SAY.... SO, SEÑOR COLINELL
DARN EERT, THAT CRIDDER SHOLLD 'ISSEL' WI'LL BLEERST THE VAWMINT TAH BURGER MEAT!
A'WHEN THAT CREATURE SHOWS HIMSELF WE'LL BLAST HIM TO PIECES'
RUMBLE
WOOOOOSHHHHHH
WUDDIN' TARNASHUNS.. DARN CHICK'N' LIV'RD YELLAH CUTT'N PICK'N' SONNA-BIDGES!!
AFTER AWL - WEEV GUTT NOOMBER'CULL SOO PEER ITEM!*
*'I FIND YOUR MENS COURAGE HIGHLY QUESTIONABLE'
*AFTER ALL - WEDE GOT NUMERICA SUPERIORITY!
IS THE BEAR WALKING RIGHT INTO IT AGAIN? SEE NEXT MONTH

SINCLAIR user SUPERMART

TO ADVERTISE IN THE SUPERMART CALL SHANE HUSSIEN ON 01 251 6222

UTILITIES

48K/128K/+2/+3 UTILITIES

SPECCIFAX PICTUREBASE – £11.95, +3 Disc £14.95, Mdrive £13.95
For computer art, DIY planning, games, advertising, notice board, filing system, graffiti cartoons, greetings cards, party piece, graphs. 220 definable keyboard characters, 4 sizes, any colour. WP like input/editing. Display as Teletext, slides, random access, sequence.
MACHINE CODE PACKAGE – £8.95, +3 Disc £12.75, Mdrive £10.75
Assemble, disassemble, test, debug, trace, step, backtrack, breakpoints, hex, binary, dec Character/screen/games design, copying tapes examples given. Unique on-line facilities to teach yourself machine code, instructions supplied – Crack, Hack or Learn the Knack.
MICRODRIVE S/W each £3.75 – MD MANAGEMENT/RECOVERY, MD RANDOM ACCESS OS, MD DATABASE
SAE for leaflets. Tel 0268 771663 queries. Pay by cheque/PO, airmail 50p EEC, £1.50 world.

ROYBOT SU
45 Hullbridge Road, Rayleigh, Essex SS6 9NL

UTILITIES

KOBRAHSOFT SPECTRUM 48K/128K/+2/+3 UTILITIES

SP3 TAPE TO +3 DISC UTILITY:– Transfer the tapes to +3 Disc. Many transfer examples; Transfers PROTECTED progs; Handles Pulsing programs; FULL Manual; FREE Disassembler + Header Reader:–**£7.95.**

D.I.C.E.:– Multi-function disc utility for the +3. Modify and read sectors, Back up discs; FULL DIRectory; Recover erased files; Lock out faulty files; Erase/Rename files; String search; Menu Driven; "An excellent package" CRASH Oct 1988. Easy to use:–**£12.95 on Disc.**

DB1 +3 DISC BACK UP UTILITY:– Makes back ups of +3 ordinary AND protective discs, either to DISC or to TAPE. Easy to use. Many other features. Handles multi load programmes:– **£12.95 on Disc.**

SWT TAPE TO WAFADRIVE UTILITY:– Transfer tapes to Wafadrive. Handles PROTECTED programs; Pulsing programs; FULL Manual; FREE Disassembler:– **£7.95**

SCS ADVANCED TAPE UTILITY:– Backup the vast majority of your tapes. Handles Fast Loaders, LONG blocks (up to 80K by code compression); Pulsed programs; multi blocks; 128K programs: – **£7.95.**

KOBRAHSOFT SPECTRUM MACHINE CODE COURSE:– FULL course from beginner to advanced level. Applies to ALL Spectrums. Suitable for everyone. Comes with FREE Disassembler:– **£20.**

IMBOS 2.0:– New microdrive commands e.g. Monitor, FX Sound, Double Height Text, and much more. Supplied with 10 minute demo and ORGAN program. Your Sinclair, Sept '88. 'Every Speccy owner should have one':– **£12.95.**

ALL UTILITIES COVERED BY OUR MONEY BACK GUARANTEE – BUY WITH CONFIDENCE!

Send cheque/PO to:–
"KOBRAHSOFT"
Dept SU, "Pleasant View," Hulme Lane, Hulme, Nr Longton, Stoke-on-Trent, Staffs. ST3 5BH

(Overseas:– EUROPE add £1 P&P PER ITEM, OTHERS £2).
Send SAE (9 in x 5 in) or phone for detailed catalogue.
Please mark your envelope "Enquiries". For more information please phone 078 130 5244
Access and Visa welcome please ring above number – 24 hour service

UTILITIES

E.E.C. LTD OCP

- **Spectrum 128K NEW** £89.95
- **Spectrum 128K +2 new** £99.95
- **ALPHACOM 32 PRINTER NEW** (Incl Interface) Just plugs in! £42.95
  Alphacom Paper (5 roll pack) £12.50
- **BROTHER HR10 DAISY WHEEL PRINTER** for SERIAL (I/face 1), CENTRONICS (P/C etc) Add £10. OR COMMODORE SERIAL, 80 COL. 12CPS, 2K BUFFER. (USUAL PRICE £265, TRACTOR FEED £85) OUR PRICE INC TRACTOR FEED! £120.95
- **BROTHER HR5 PRINTER** 80 COLUMN, Battery/Mains, portable, plus 1 roll paper and 2 ribbons £59.95
  CENTRONICS INTERFACE £19.95
- **MICRODRIVE EXPANSION KIT** Includes Microdrive, Interface 1, Booklet, Network lead, intro cartridge and flex connector £59.95
  As above with two microdrives £69.95
- **STOP PRESS BARGAINS: just available large quantity seikosha d-matrix printers. Half price. Send lge SAE for lists. Specify your micro**
- **MICRODRIVES** with solid connector and intro cartridge £24.95
- **MICRODRIVES ONLY** (Reconditioned) £12.95
- **CARTRIDGES** Singles £1.70 10 for £16.00 100 for £150.00
- **POWER SUPPLY UNITS**
  Spectrum 48K £7.95, 128K £9.95, QL £12.95
  Alphacom Printers. PSU £12.95
  Brother HR5. PSU £9.95
  General Purpose PSU 12v DC 40 watt regulated £7.95
- **LEADS** Cassette, TV, M'drive, solid and flex, RS232. Expansion cable with P/C £3.00 each.

QL VARIOUS QL AVAILABLE PRICES FROM £94.95 LOTS OF SOFTWARE, PLEASE ENQUIRE.

Postage: Please add £6 for PRINTERS UK. Other items £3. Outside UK add £5, Other items £3.
C.W.O. OR VISA ALL OFFERS SUBJECT TO AVAILABILITY. ORDERS TO EEC LTD 18-21 MISBOURNE HOUSE, CHILTERN HILL, CHALFONT ST PETER, BUCKS SL9 9UE.

TEL: 0753 888866

UTILITIES

TAPE DUPLICATING SYSTEM FOR BACK-UP COPIES

A total system to enable you, by using two cassettes and your Spectrum 48, 64, 128K, to back up copy all types of multi loaders, fast loaders, long blocks, multi files.
The complete package includes full instructions and a software tape, plus hardware for use with Kempston interface.

Cheque or postal orders for £12.50 P & P inc to: PDA Systems, 14 Pilgrim Park, Ringwood, Hants, BH24 1HX.

REPAIRS

SPECTRUM REPAIRS

(WITH FREE EXTENDED GUARANTEE)
SPECTRUM/PLUS £18.70
PRICE IS ALL INCLUSIVE AND WE GUARANTEE THE WHOLE COMPUTER FOR SIX MONTHS
KPR MICRO-SYSTEMS Dept S
34 PETUNIA CRESCENT, SPRINGFIELD CHELMSFORD, ESSEX CM1 5YP
Tel: 0245 468554

REPAIRS

SPECTRUM REPAIRS/SPARES

128K SPECTRUM	£20.00
48K SPECTRUM	£14.00
48K KEYBOARD FAULT	£9.00
4116 MEMORY IC	.50
4164 MEMORY IC	£1.70
Z80 CPU	£2.10

Many other spares stocked.
Minimum order £5.00
All prices include VAT and return postage.
RA ELECTRONICS
133 London Road South, Lowestoft, Suffolk NR33 0AX
Tel: 0502 566289

REPAIRS

PROBLEMS WITH YOUR SPECTRUM?

FOR FAST, RELIABLE AND PROFESSIONAL REPAIRS AT COMPETITIVE PRICES
SPECTRUM REPAIRS £12.70 Including VAT & P&P

P M ENGINEERING

UNIT 8, NEW ROAD, ST IVES, CAMBRIDGESHIRE, PE17 4BG

We can also supply you with: Hardware, Software, Blank Disks, Accessories and Spare parts

ST IVES (0480) 61394

VISA

HARDWARE

COLUMBIA COMPUTERS

17 COLUMBIA ROAD, ENSBURY PARK BOURNEMOUTH BH10 4DZ
Tel: 0202 535 542
YOUR COMPUTER TAKE OFF WITH COLUMBIA – ATARI, COMMODORE, SPECTRUM AND AMSTRAD
SAVE £££s
Call COLUMBIA on 0202 535 542

UTILITIES

SERIOUS SPECTRUM OWNERS wanting UTILITIES PROGRAMMING HELP, PRACTICAL software and USEFUL articles, GRAPHICS, INFO, IDEAS and MORE from LIKE-MINDED THINKERS, TRY...

OUTLET monthly on MDRIVE, OPUS, DISCIPLE, PLUS D, TAPE

£2 get YOUR FIRST issue! A blank disk or cartridge (not cassette) gets a FREE deMO!

CHEZRON SOFTWARE, 605 Loughborough Road, Birstall, Leicester LE4 4NJ

REPAIRS

APPROVED SINCLAIR/ AMSTRAD SERVICE CENTRE

Spectrum 48K	£19.50
Spectrum +2	£23.00
Spectrum +3	£28.00
(Not incl disk drive)	
Amstrad CPC	£29.95
Commodore	£29.95

Send cheque to:
Cotrel Ltd
113/115 High Street, Cowdenbeath, Fife, Scotland KY4 9PQ
0383 610103 Fax 514654
Cotrel Ltd, Scotland's Leading Micro Computer Service Centre
Inclusive VAT + P+P

REPAIRS

REPAIRS BEAT THESE PRICES!

Spectrum/+ **£9.95***
Interface 1 **£13.50 inc P&P**
fixed prices – 4 month guarantee
TOP QUALITY REPAIRS BY EXPERTS.
Send cheque/ PO, and computer to:
GSF SERVICES
113 Mountbatten Road, Braintree, Essex CM7 6TP.
Tel 0376-46637
***Please add £2.45 for P&P + Insurance**
Spectrums now bought and sold

GSF SERVICES – EXPERT REPAIRS

SU SUPERMART SUPERMART SUPERMART

S/W HIRE

SPECTRUM SOFTWARE LIBRARY
Over 1,400 titles to choose from. No membership fee. Fast and reliable service. Hire fees from around 50p.
Send SAE for further details to:
PO BOX 63
Banstead, Surrey SM7 3QT

S/W HIRE

SPECTRUM S/WARE HIRE
FREE MEMBERSHIP
★ FULL 7 DAY HIRE
★ DISCOUNT TITLES
★ ALL POSTAGE PAID (1st Class)

Send SAE to:
SSH (SU), 16 Fleam Road
Clifton Grove,
Nottingham NG11 8PL

PUZZLE GAMES

Martin White
presents
ARRGGHHH
A superb quality puzzle game comprising excellent professional graphics for only **£1.99**
Please send cheques or postal orders to:
M. D. White, 119 Orchard Grove, Chalfont St Peter, Bucks SL9 9ET
48/128K SPECTRUMS – (P+P inc)

SOFTWARE

SUCCESS!
Make **REAL MONEY!** Master your Spectrum. The ULTIMATE guide on programming and selling in easy-to-follow steps.
SUCCESS! reveals how you can make **£££s**. Reveals major programming secrets! Essential for ALL Spectrum enthusiasts! Let your Spectrum earn you a **FORTUNE!** SUCCESS! is yours for ONLY £5! Act NOW!
From: **I. Rogers, 32 Broadleas Crescent, Devizes, Wiltshire SN10 5DH**

USER GROUP

FORMAT
A MAGAZINE FOR ALL SERIOUS SPECTRUM USERS
from
INDUG
Do you own a Spectrum? Are you interested in programming? Do you use the PLUS D or DISCIPLE? Do you want to get more from your computer? Do you want to be first with news of MGT's new SAM computer?
Answer YES to any of the above and you should be reading **FORMAT**.
Published monthly, **FORMAT** covers all aspects of Spectrum Computing from improving your Basic programming to word processing, from MIDI interfacing to graphics. We give full support to MGT's PLUS D and DISCIPLE disc systems.
UK Subscriptions:
12 issues – **£10.00**
6 issues – **£5.75**
Trial Offer – 3 issues £3.00
Overseas, please write for details.
FULL YEAR subscription gives membership of User Group. This gives you added benefits including a HOTLINE backup service and a **5% discount on all MGT products** advertised in this magazine. *See advert on page 29.*
Send cheque/PO to:
INDUG
34 Bourton Road
Gloucester GL4 0LE

PERIPHERALS

SPECTRUM SUPPLIES

QL Power Supply	19.95
Spectrum power pack	7.95
Membrane (+ or 48K)	6.95
Dust Cover (please state machine)	2.95
Spectrum 128K+2 power supply	9.95

Prices include VAT & P&P.
Cheque to:
Omnidale Ltd, 23 Curzon Street, Derby. Tel 0332 291219

EDUCATIONAL

EDUCATIONAL SOFTWARE
All Spectrums. Maths, Language and Games for 4 year olds upwards. Cassette, Opus and +3 discs and microdrive, "Concept" keyboard series. SAE lists please.
B. Seymour, 25 Chatsworth Gardens, Scarborough, N. Yorks YO12 7NQ. (0723) 372621 (24 hr)

RECRUITMENT

PROGRAMMERS

Would you like to be part of a team producing top quality arcade conversions and original software? Would you like to develop software using the Programmers Development System (PDS) with the assistance of a top notch graphic artist and a project manager who, being a programmer himself, can help you with technical difficulties? Would you like a regular wage and a performance related bonus scheme? Would you like a high degree of involvement in a product, from purchasing licences to approving the final packaging?
If you have a strong track record and are interested in joining us phone **Simon Pick on 01 585 3308** to discuss your future.

The Sales Curve . . . Don't work for them, work with us

SOFTWARE GENERATOR

AUTHORISED SINCLAIR/AMSTRAD REPAIR AGENTS

Expert repairs from the UK's biggest Sinclair Amstrad repair organisation. Full test equipment, repair procedures and spares components to original manufacturers specifications.

Spectrum 48K/Plus	£19.95	Spectrum Plus Three	£34.95
Sinclair QL	£34.95	Amstrad 464 (inc monitor) (excludes cathode ray tube)	£34.95
Sinclair Spectrum 128K	£22.95	Amstrad 6128 (inc monitor) (excludes cathode ray tube)	£39.95
Spectrum Plus Two	£24.95	Amstrad 664 (inc monitor)	£39.95

Prices include VAT, Post, Packing, Parts, Labour and Insurance.
To send us your micro for repair mail it securely packed and accompanied by a cheque or postal order (make out to Verran Micro-Maintenance Limited) or quote your Access or Barclaycard number and this reference SU001/88.
VERRAN MICRO-MAINTENANCE LIMITED, Units 2H and 2J, Albany Park, Frimley Road, Camberley, Surrey GU15 2PL.
Telephone: 0276 66266, Fax: 0276 692280, Telex: 858119

REPAIRS

BROKEN SPECCY?
DON'T LET IT SPOIL YOUR XMAS!!
Authorised agents for Sinclair, Commodore and Amstrad. We repair and test most computers at all inclusive prices.
Eg. Spectrum 48K £19.95
QL £33.00
Spectrum 128K £25.00
Ring for advice or send to:
TECHNICOM SERVICES (SW)
1 Corner House, Winchcombe, Nr Bristol, Avon BS25 1AQ
Tel: (093 484) 3460

S/W EXCHANGE

UK SOFTWARE EXCHANGE
Swap your used software. Free membership. Huge program base for the Spectrum and Commodore 64.
NOW ALSO FOR THE ATARI ST
Send s.a.e. for fast response and details to:
UK Software Exchange Club (SU)
15 Tanwell Greave, Sheffield S5 9GB

S/W HIRE

MATRIX SOFTWARE HIRE
The cheapest way to play them all. Top games titles for Spectrum, Commodore & Amstrad, please state system. Large SAE for details from:
MATRIX LEISURE CLUB
Dept S.U., 271 Stanstead Road, Bishops Stortford, Herts CM23 2BT

S/W HIRE

ACTIONWARE
SPECTRUM SOFTWARE HIRE
£2.00 Life Membership
First Hire Free
All postage paid (1st Class)
Send stamped addressed envelope to:
ACTIONWARE (SU)
108 Collingwood Street, Hebburn
Tyne & Wear NE31 2XW

SU SUPERMART SUPERMART SUPERMART

SOFTWARE

POOLS AND FIXED ODDS

A top quality software tape cassette in **Spectrum Basic** and yielding a **formula point rating and result forecast** for every analysable match on the football coupon. The program contains many extra relevant features.
The 128K version, requiring almost a 128K memory sent for £79.95 (inc VAT, P&P). The 48K version which is split up into two cassettes sent for £34.95 (inc VAT, P&P). Full refund if not completely satisfied.

BASIC SOFTWARE SERVICES (DEPT SU), 64 HEYSHAM DRIVE HOLMEWOOD, BRADFORD WEST YORKSHIRE BD4 0AG

SOFTWARE

ONLY POOLS AND HORSES
(AND FIXED ODDS) PROGRAMS FOR PUNTERS
From as little as £4
Spectrum, Amstrad CPC, Commodore 64, BBC
Phone 051-336 2668 (24 hrs)
or write for details to
BOXOFT, 65 Allans Meadow, Neston South Wirral L64 9SQ

SOFTWARE

XMAS IS JUST AROUND THE CORNER – DON'T WORRY! BE HAPPY!
1000's of titles to choose from. Refer to our larger advertisement on page 60
THE MAIN EVENT
61 Stafford Street, Hanley, Staffordshire ST1 1LN
(0782) 281544

ADULT S/W

ZX SPECTRUM 48/128. CASSETTE ONLY

ADULT GAMES

FANTASY
Loosen your collar, get out your JOYSTICK and get stuck in. By the time you finish you'll be exhausted.

COVER UP!
Participation game for 2-4 players where anything goes. You never know what you'll be doing or wearing.

WHAT THE BUTLER SAW
Two programmes. A naughty but amusing look at the roaring 20s, and a peep show with some very attractive women. (These are NOT games!

FREE NAUGHTY GIFT
when you buy 2 or 3 of the above games.
£5.50 Each
£10.00 + FREE GIFT for any 2
£14.00 + FREE GIFT for all 3
*FREE GIFT may vary

P&P and VAT included
ONLY AVAILABLE BY MAIL ORDER

R'n'H MICROTEC
32 Hazell Way
Stoke Poges
BUCKS SL2 4DD

SOFTWARE

LOOK AT PAGE 53 FOR SUPER SPECIAL OFFERS
Lots of education available. For further details
☎ 0602 480779

SOFTWARE

★ FREE ATARI ST ★
It couldn't be possible could it? If that's what you think!! look at our advertisement on page 100 or phone:
GIFFORD SOFT
061 330 9939
for futher details

SOFTWARE

ENDZONE
American Football Simulation
Two cassette package includes rosters with individual player statistics for all 28 NFL teams. Rosters updated twice per season
48K **£5.95** 128K **£7.95**

SPORT-SIM
PO Box 116
Colchester CO2 7SJ

LINEAGE

SPEECH SYNTHESISER SOFTWARE for Spectrum 48/128/+2/+3. Add speech easily to your own progams! Ready to use. No additional hardware needed. Only £3.99 from: SMB Software, PO Box 38, Inverness IV1 1GA.

GAMES FOR SALE Include Outrun, A.T.F., Driller all at £4.00. Phone Marcus on (0823 47) 5198 for full list.

PBM "The Race". The most hilarious experience ever. Featuring infinite options, huge gameplay and character self-design. Send SAE to Kremmoid Games 2 Old Plundels, Tiverton, Devon EX16 4LD for details!

SPEECH SYNTHESISER £2.99. Drum beat simulator £2.99. 20 character sets on tape £3.50. Double-height print £1.99. Games-aid £3.50. 60 chr print £3.50. Fast load/save £3.50. Interupt driven sound effects £3.50. 78 top game pokes on tape £2.99. Send 19p for catalogue. Sigmasoft, 8 Pine Dale, Rainford, Merseyside WA11 8DP.

SPECTRUM 128K CONVERSION with joysticks, interface, lightpen, magazines, books, games, cost over £400, sell for £200 ono. contact C. Wilkinson, 55 School Lane, Bidston, Wirral.

WANTED! Beta Plus or Beta disk drive interface for Spectrum. Write to V. Vitovec, Pilestredet 31 L811,0166 Oslo 1, Norway.

SPECTRUM +2 6 months old, in gooc condition. Assortment of games. £90 ono. Ring 01637 9111 ex 3111 (office hours) Mr Johnson.

RACING

BCL **BEST COMPUTERS LTD REPAIR CENTRE**

STOP PRESS

WE REPAIR:

● ATARI ST 520/1040 ● COMMODORE AMIGA 500/1000/2000 ● COMMODORE 64 ● SINCLAIR 48K SPECTRUM AND THE FULL SPECTRUM RANGE ● AMSTRAD 464/664/6128 ● ALL IBM AND COMPATIBLE MACHINES ● HARD DISK AND DRIVE INSTALLATION
(Spares and Commodore also available)
AND MANY MANY MORE

COME AND VISIT US AT:

GALAXY AUDIO VISUAL (1st Floor)
230 Tottenham Court Road, London. Tel: 01-631 0139 & 01-580 6640

SOFTWARE

SKYSLIP SOFTWARE

THE LOST LEGACY OF XIM
The first in a series of adventures starring our hero detective Rick Shaw, in his first mission to recover a stolen diamond encrusted eagle and solve the mystery of Xim.
Available in: **Amstrad/PCW £14.95 (D). Spectrum 48/128 £9.95 (T). +3 £14.95 (D).**

DUSK OVER ELFINTON
You have been transported to the land of Elfinton for an adventure in a place of magic and mystery.
A two part graphic adventure for the: **Spectrum 48/128 £7.95 (T). +3 £14.95 (D). Available soon for Amstrad and ST.**

A SIMPLE CASE OF ESPIONAGE
The second adventure starring our hero Rick Shaw in what started out as another divorce case but finished as anything but!
Available in: **Amstrad/PCW £14.95 (D). Spectrum 48/128 £9.95 (T). +3 £14.95 (D).**

Order now by mail. Send cheques, made payable to Skyslip Music Ltd, to: **Skyslip Software, 5 Stockton Road, Sunderland, Tyne & Wear SR1 3NR.**
Please state which machine.
Or order your games by phone on our customer hotline. Access or Visa
091 567 8058

AD INDEX

Amstrad Siretar	3	Microsnips	82
Bargain Software	90	Mosoft	82
Basiltec	75	Ocean	IFC,OBC,25,71
Castle Computers	36-39	Pam Electronics	68
Datel	109,106,107	Romantic Robot	81
Domark	49,50,51	Superior Software	IBC
Gifford Soft	100	Shekhana	63
Gremlin	10,11,18,19,65	Soundbox Software	100
Instant	115	Selec	80
Intraset	82	Softek	89
Incentive	34,35	Softcat	63
Logic Sales	70	Slorbirds	115
Martech	74	Tanglewood	63
Mastertronic	27,36	Trybridge	115
Mike Gordon	29	Target Games	70
The Main Event	84,85	Taskman	21
Megasave	80	Telecomsoft	41,17
		Thalamus	97
		US Gold	8,7,44,83
		Video Vault	80
		Worldwide	63

SU SUPERMART SUPERMART SUPERMART

SOFTWARE LEISURE CLUB

ON SALE NOW!

Bits & Bytes Computers SPECIALOGUE

8-BIT VERSION ONLY 1.50

Order now and receive:

20 page colour SPECIALOGUE
20 page catalogue
FREE – U.S. Gold's RAMPARTS
FREE – Discount Club Membership with first order

Join in the fun with **NIGEL FUN DROID II**
Collect the *Nigel Freebie Tokens* for *MEGA Gifts*
Enter the *Super Competitions* for *MEGA Prizes*
WIN and *Amiga A500* or a *holiday in New York*

Send cheque/postal order to:
Bits & Bytes Computers, Specialogue Division, Unit 18, Central Station, Ranelagh Street, Liverpool L1 1JT

or ring your order through with your credit card details on the SPECIALOGUE HOTLINE (051) 708 7408

LOOK OUT for the BUMPER Christmas Edition!!! Out 1st November 1988, 8-Bit £1.50, 16-Bit/PC 2.99
Overseas orders please add 1.50 P&P
BE A WINNER – ORDER YOUR COPY NOW!

SOFTWARE

48K/128K/+2/+3 USERS: EX BASIC

Write/sell your own games! Turn your Speccy into a money making games/utility writing machine. EX-BASIC adds over 65 programming commands/routines . . .
You can even MIX the new commands with existing BASIC progs!
Present games like TOP software: Bangs, zaps, fade out/pop up screen(s), scroll messages, 8 way scrolling, real clocks, slomo's, user fonts, big text, music (whiney) superb GRAPHIC capabilities, create ALKATRAZ loaders etc . . .
UTILITY: Convert HEX-DEC-BIN, line erase, renum, REMkill, header reader, DOKE/$POKE, TRON, 100 user function keys, HEX/ASCII listing/monitor, RAM fill/copy & structured programming etc!
With font, demos, top music editor + how to sell/produce your own software – £11.99 (Limited period: £9.99) . . . **0228 35208**
COMPANION SU2, 193 BRAMPTON ROAD, CARLISLE, CUMBRIA CA3 9AX

POOLS PREDICTOR

AT LAST The alternative POOLS PREDICTOR

TWO UNIQUE SYSTEMS IN ONE.

● PREDICTS	Draws, Homes and Aways.
● ABSOLUTE	Ease of use built in.
● NO	Fiddly Fixtures Lists.
● NO	Redundant databases.
● PREDICTIONS	Based on teams form NOW.
● STATISTICAL	Forecasts
● PRINTER	Support for forecasts.
● FAST	and easy to update and use.
● AVAILABLE	Amstrad PCWs/PCs IBM Compatibles Spectrum (48K/128K) From CP/M/DOS(Except Spectrums).
* RUNS * BARGAIN	at £17.99 inc P&P £ 8.95 (Spectrums)

Corwen Computer Systems — The Old Barn, Chapel Street, Corwen, Clwyd. LL21 0AA Tel-(0490)2902/2294

LINEAGE COUPON

Reach an estimated readership of 250,000 users per month for as little as £6.00* (inc VAT)

Or if you are starting your own small business advertise in the supermart for only £20.00 (inc. VAT).

Yes, all you have to do is fill in the coupon below including your name, address and telephone number and send to: Supermart, Sinclair User, EMAP, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU Maximum 30 words. Your advert will appear in the earliest possible edition.

Name.....

Address.....

.....Tel:.....

Have you included the fee of £6.00* or £20.00?
Make cheques payable to EMAP PUBLICATIONS LTD
* for second hand sales only

Conditions
The Advertisement Manager reserves the right to alter, reject or suspend an advertisement without assigning any reason. Advertisements are accepted subject to approval of copy and to the right of the Advertisement Manager to alter, reject or cancel any order without explanation. The Proprietors are not liable for any loss from any cause whatsoever, nor to they accept liability for printers' errors. The Advertisers shall indemnify the Publishers in respect of any claim, cost and expenses arising out of any libellous or malicious matter or untrue statement in any advertisement published for the advertisers, or any infringement of copyright, patent or design therein. The placing of any order will be deemed to be an acceptance of these conditions.

MEGATAPE 11 · MEGATA PE 11 · M

NEXT MONTH

Something pretty remarkable next month. Megatape 11 will have a game so special, unique and marvellous that you won't believe your eyes. We couldn't when we saw it. In fact next month's tape might just be the most astounding of the lot.

Why? Well we've got CENSORED (sorry but we're not allowed to tell anyone yet GT). We'll also have all the usual things you'd expect to find on a Megatape plus a whole host of special Christmas goodies.

In fact, there will be lots to keep you amused, bewildered, outraged and generally entertained whilst everybody else is complaining about how much they hate Christmas. We'll also take a look at the first PC200 software in the unlikely event that you've managed to buy a machine . . .

SU JANUARY EDITION

OUT DECEMBER 18th

(Even better than no school)

· MEGATAPE 11 · MEGATAPE 11 · MEGATA PE 11 · MEGATAPE 11 · MEGATA PE 11 ·

EGATAPE 11 · MEGATAPE 11 ·

BY FAIR MEANS OR FOUL

PRIZE COMPETITION
Can you become The World Champion?

AMSTRAD CPC

A Fair Punch

BBC MICRO

The Ref Sees a Foul Move

COMMODORE 64

Opponents Facing Up

SPECTRUM

A Foul Move

BECOME THE WORLD CHAMPION – BY FAIR MEANS OR FOUL

A realistic boxing simulation. You can even cheat... if the ref's not looking!

You're behind on points and time is running out. The ref looks half asleep. A quick head butt and a sly punch below the belt and your opponent is toppling over. But as he falls, his knee strikes you a paralysing blow. "Foul" shouts the crowd, and your opponent is disqualified.

You've won, but in the next championship contest you meet a boxer who knows more dirty tricks than you. It needs skill and cunning, lightning responses and deadly strategy. Have you got what it takes to become the World Champion – By Fair Means or Foul?

FAIR AND FOUL MOVES

Fair Moves	Head Punch Body Blow Upper Cut Duck Punch	Foul Moves	Head Butt Knee Groin Punch Kick

COMMODORE 64/128 • SPECTRUM • AMSTRAD CPC 464/664/6128
BBC MICRO B/B+/MASTER/MASTER COMPACT • ACORN ELECTRON

Cassette:	£7.95	Spectrum
Cassette:	£9.95	C64, Amstrad, BBC, Electron
5¼" Disc:	£11.95	C64, BBC
3½" Disc:	£12.95	Spectrum
3½" Disc:	£14.95	Amstrad, BBC Master Compact

SUPERIOR SOFTWARE Limited

Alligata

Please make all cheques payable to "Superior Software Ltd."

24 HOUR TELEPHONE ANSWERING SERVICE FOR ORDERS

OUR GUARANTEE

- All mail orders are despatched within 24 hours by first-class post.
- Postage and packing is free.
- Faulty cassettes and discs will be replaced immediately.

(This does not affect your statutory rights)

Dept. BF1, Regent House, Skinner Lane, Leeds LS7 1AX. Telephone: (0532) 459453.

The CRUCIAL COMPILATION

THE 8 ON CROWD

ocean

GRYZOR Featuring all the game-play of the arcade original, Gryzor takes you into a thrilling alien world of force fields, fanatical guerillas and strange enemy defence systems – but you have the fire-power and maybe, with a 'little' skill, grit and split second timing, you can infiltrate the aliens' headquarters. Play Gryzor once and you'll be hooked!
© 1987 Konami

BARBARIAN THE STORY SO FAR... The evil sorcerer Drax has agreed that if a champion can be found who is able to defeat his demonic guardians, the Princess Mariana will be released. From the wastelands comes an unknown barbarian, a mighty warrior, wielding his broadsword with deadly skill. Can he vanquish the forces of Darkness? ONLY YOU CAN SAY...
© Palace Software Ltd

CRAZY CARS You are racing in the world's craziest race: "The American Cross Country Prestige Cars Race". If you are able to complete the race before the time runs out, you will get a faster car. You start with a Mercedes 560 SEC, and only the world's best drivers may drive a Ferrari GTO.
PREPARE TO START, READY? GO!!!
© Titus Software Ltd.

PREDATOR You've heard about *Predator*, the Schwarzenegger movie – now you can play the leading role. Take a crack commando unit into the South American jungle to rescue a bunch of trapped diplomats. Should be easy enough... and so it would be, if it weren't for the mysterious alien who keeps on taking out your men.
© 1987 Twentieth Century Fox Film Corp. All rights reserved.

KARNOV Join Karnov, the fire-breathing Russian strongman, on his hazardous quest to defeat the evil dragon Ryu and find the Lost Treasure of Babylon. *Karnov* is a vast 4-way scrolling game that combines both strategy and fast action in nine challenging levels of gameplay. It is recognised by arcade addicts everywhere as one of the best games of its kind. Karnov also has something special in the way of characters – have you ever been killed by a skeleton on an Ostrich?
© Electric Dreams Software Ltd

COMBAT SCHOOL Konami's arcade hit now for your home micro and already a No. 1 hit. Seven gruelling events featuring the Assault Course, Firing Range, Arm Wrestling and Combat with the instructor himself! Combat school throws down the challenge to the toughest of thoroughbred gamesters.
© 1987 Konami

TARGET RENEGADE Every move you make, every step you take, they're watching you. Fight your way through the precinct – the back alleys, the car parks, fight your way through the villainous community, the skin-heads, the Beastie Boys, the bouncers. This is just the tip of the iceberg on you chilling quest to confront "MR. BIG"

PLATOON Lead your Platoon deep into enemy territory, you can almost feel the humidity, sense the threatening dangers as you encounter the enemy and his many booby traps. Having found the underground maze of tunnels, enter at your peril! Enemy soldiers lunge at you from the murky waters within, but this is the only way you can find vital information. If you come out of this alive, you'll be just one of the few!
© 1986 Hemdale Film Corporation. All Rights Reserved.

ocean

SPECTRUM
AMSTRAD
COMMODORE

CASSETTE
£12·95

Ocean Software Limited · 6 Central Street · Manchester · M2 5NS · Telephone 061 832 6633 · Telex 669977 OCEANS G